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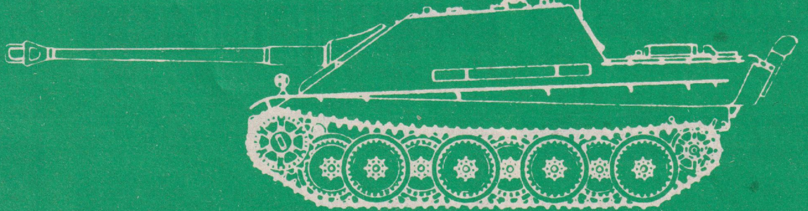

MAIL ORDER CATALOG

Winter - 1999

MILITARY SIMULATIONS

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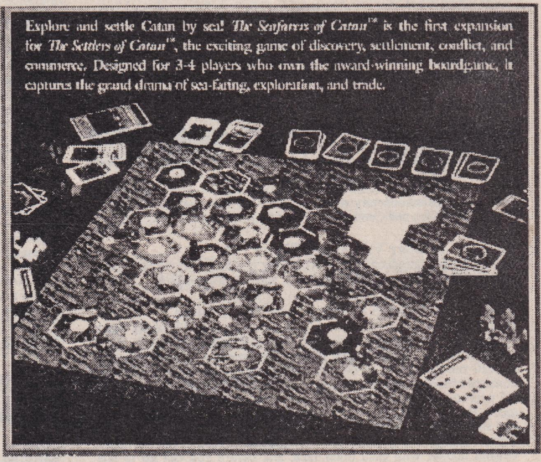
Prices in this catalog are subject to change without prior notice.

The Seafarers of Catan Expansion to The Settlers of Catan — $75.00

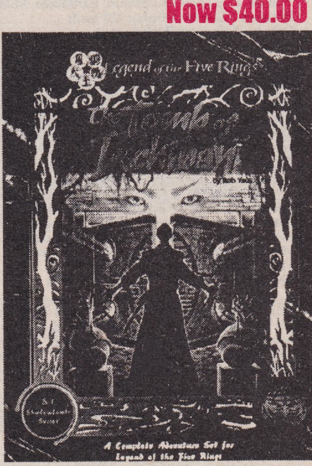
In this expansion to *The Settlers of Catan,* which you must own to use *Seafarers,* you control a group of seafaring settlers exploring and taming the uncharted Isles of Catan. Embark on a quest to settle the island, build ships, and chart the nearby waters. Guide your settlers to victory with clever trading, cunning development, and by establishing the most productive sea lanes. Acquire your resources through card play and the luck of the dice. Discover far-off mines and use gold and combinations of resources – grain, wool, ore, brick and timber – to develop your ever expanding empire. Contains 14 edge pieces, 24 hexagons which include 12 water, 2 gold fields, 3 deserts, 1 farmland, 1 forest, 1 pasture, 2 mountains, 2 hills.; 8 victory point chits, 10 numbered chits, 12 harbor tokens, 60 wooden ships in 4 colors, 1 pirate ships.



Explore and settle Catan by sea! *The Seafarers of Catan*™ is the first expansion for *The Settlers of Catan*™, the exciting game of discovery, settlement, conflict, and commerce. Designed for 3-4 players who own the award-winning boardgame, it captures the grand drama of sea-faring, exploration, and trade.

Tomb of Iuchiban — Normally $55.00 — Now $40.00

A boxed supplement for *The Legend of the Five Rings Roleplaying Game.* For 500 hundred years, his name has been whispered on fearful lips: Iuchiban. Bloodspeaker. Black magician of a thousand unholy arts. Twice before, he and his dark followers have tried to sieze the Emerald Throne, only to be beaten back at great cost. Imprisoned within a secret location, guarded by the most fearsome traps devised, the magician has been slowly driven mad. Yet still he waits and plots a horrifying revenge against the Empire which imprisoned him in this tomb. Now an ancient circle of Bloodspeakers seeks to unleash his evil again, and a small band of samurai is all that stands between them and their fiendish goal. The players must pursue their Bloodspeaker foes from back alleys of darkened cities to a barren countryside hiding unspeakable secrets, and finally to Iuchiban's Tomb itself, where no-one who ever entered it has returned alive. With fold-out maps, room descriptions, a flexible layout of rooms, an entire adventure, history of the Bloodspeakers, and character descriptions.



26 Years of Service

Military Simulations was established in 1973 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours, except Eureka orders, which may take 1-2 weeks. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as they are available again - at no extra cost for postage. Note that there may be slight delays in despatching orders in the first two weeks following a new catalog mailing.

The Show Room

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.30am to 1.00pm on the first and third Saturdays of each month.

Gift Vouchers

We now offer Gift Vouchers. Just send us the money to the value of the voucher that you require, and we will send back the voucher to you.

Mid-Year Warehouse Sale *NEW DATE*

We are having our grand mid-year warehouse sale on Saturday, June 19th, from 8.30am - 12.00pm. Address is 14/136 Cochranes Road, Moorabbin. It's in the warehouse behind Mil Sims. *Note changed date.*

Credit Card Phone Orders Welcome

- ☎ Ring us between 8.30am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock.
- ☎ If it is, quote your Bankcard/Mastercard/VISAcard number and we'll get your order off to you in 24 hours.

Ansett Express Delivery

If you pay extra to have your order sent via Ansett Express, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra $5.00 for each $120 value of that order. Cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

Enquiries

Our phone service operates from 8.30am to 4.30pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.

Second Hand Games

Tired of those un-used games lying around the house? Take advantage of our second hand service. Send us a list or bring them into the showroom, and our staff will make you a reasonable offer for any title *we are interested in*. We will give you credit vouchers or stock to the value that we offer for the item/s.

Collectable Trading Card Games

Color Code

🟥 New Item Now Available and in Stock

🟩 New Item Not Yet Released

Aliens Predator CCG

There are three Starter Deck types: Alien, Predator and Marine. Each deck is composed of 40+ fixed cards plus additional Uncommons and Rares. You can play any deck type against any other type. Predator's goal is to collect trophies…and the more equipment he starts with, the more trophies he has to win. The Aliens start the weakest and with very limited numbers…their goal is to infect hosts and grow and consume everyone. The Marine's goals include rescuing civilians, and exterminating hostile alien lifeforms. Terrain cards create customised battlefields. Initial scenarios are set on a starship and at an outpost. Strictly limited stocks at these prices.

Alien Starter Deck (60 cards + rules)	$18.00
Predator Starter Deck (60 cards + rules)	$18.00
Marine Starter Deck (60 cards + rules)	$18.00
Aliens Predator Booster Pack (15 cards)	$6.00
Aliens Predator Booster Display (540 cards)	$190.00
Aliens Resurrection Booster Pack (15 cards) *Due May*	$4.50
Aliens Resurrection Booster Display (540 cards) *Due May*	$145.00

Babylon 5

PRE Narn Vs Centauri 2 Player Set

Has a 24 page introductory rule book with big text, two 50 card game decks, being Narn and Centauri, play mat, and one booster pack	$35.00

PRE Minbar Vs Earth 2 Player Set

Has a 24 page introductory rule book with big text, two 50 card game decks, being Minbar and Earth, play mat, and one booster pack	$35.00

PRE Babylon 5 Premier (Limited) Edition

By Precedence, based on the very popular syndicated TV series. Each of the four primary races, Narn, Centauri, Human and Minbari are represented by different Starter Decks. They come with 50 fixed cards and 10 random ones, to ensure great play out-of-the box. The set consists of over 440 cards. To play, choose any point of view in the B5 universe and then create your own victory conditions via Agenda cards. In essence, B5 is a multi-level game involving politics, intrigue, and ship to ship combat. The unique gameplay faithfully recreates the series, emphasis is on politics, not on combat. And each race has a tension marker with each other race, and before you can go to war with someone, you need to increase the tension level through a number of minor aggressive events. Cards look great, too.

Babylon 5 Premier Starter Deck 60 cards, rules, dice	$17.00

You can choose either Centauri, Earthforce, Minbari, or Narn.

Babylon 5 Starter Display 720 cards	$183.00
Babylon 5 Booster Pack 8 cards	$3.75
Babylon 5 Booster Display 192 cards	$81.00

Limited *Shadows* Offer

For a limited time only, if you order three (3) displays of *The Shadows Boosters* for $243.00, you will receive one signed 'Lyta Empowered' card, signed by Patricia Tallman herself, of course. These cards are extremely rare and very valuable.

PRE The Shadows Limited Edition

Focuses on the second half of year 2 and all of year 3. Includes cards that represent the awesome destructive capability of Shadow and Vorlon capital ships, as well as various ships in the White Star Fleet. Has President Clark and Emperor Cartagia. A darker Londo Mollari will be presented, and 200 cards have been signed by Ed Wasser, ie, Morden. There are 200 new cards in the set.

The Shadows Booster Pack 12 cards	$4.95
The Shadows Booster Display 216 cards	$81.00

PRE Babylon 5 Deluxe Edition Boosters

We still have limited stocks of Limited Boosters in stock, but these Deluxe Ed Boosters are the "unlimited" boosters. These cards have fully revised and improved versions of the Premier Edition. Some cards signed by Claudia Christianson. Artwork has also been enhanced.

Babylon 5 Deluxe Booster Pack 8 cards	$3.75
Babylon 5 Deluxe Booster Display 192 cards	$81.00

PRE The Great War Limited Edition

A whole new expansion with 350 new cards. Has 2 new starter decks, new agendas for Vorlons and Shadows, etc. The rulebook is fully revised and the Starter Decks have Mark counters.

Non-aligned Starter Deck 60 cards, rules, markers	$18.00

The Non-Aligned Worlds deck caters to playing any of the Non-aligned Worlds during the great war. You control all the Non-aligned Worlds as though they were one empire.

Opposing Factions Deck 60 cards, rules, markers	$18.00

Provides all the cards necessary to retrofit any of the original 4 starter decks so that they can be played from the perspective of a homeworld based faction who are opposed to the aims of the ambassadors on B5. Eg, President Clark, Lord Reefa, etc.

Great War Starter Display 360 cards	$95.00
The Great War Booster Pack 10 cards	$5.00
The Great War Booster Display 200 cards	$90.00

PRE Psi-Corps Limited Expansion *Due June.*

This new Limited Expansion adds a new level of conspiracy and intrigue to the B5 CCG. There are 150 new cards.

Psi-Corps Starter Deck 60 cards & rules	$18.00

Every Starter Deck contains the Bester card. 50 cards are fixed, 10 cards are random.

Psi-Corps Starter Display 6 Decks with 360 cards	$95.00
Psi-Corps Booster Pack 8 cards	$3.50
Psi-Corps Booster Display 24 Packs with 192 cards	$90

PRE Babylon 5 Masterpiece Collection *Due June*

A limited edtion, small print-run boxed set, including an exclusive 6.5" Shadow Sentient action figure and 12 gold bordered rare cards, including Valen, Babylon 4, Sheridan Starkiller, Emperor Mollari. Also has a card jacket, certificate of authenticity, a reference poster depicting all of the cards in the B5 CCG	$150.00

PRE The Official Guide to the Babylon 5 Collectable Card Game

200+ pages, illustrated with full color plates. Strategy tips, annotated rules, clarifications, text of all cards through to the Shadows	$40.00

BattleTech

WIZ BattleTech Commander's Edition

Based on FASA's BattleTech boardgame, this trading card game roars to life with armored combat set in the 31st century. Cards feature individual BattleMechs, stars of armored infantry, regular infantry companies, legendary characters, etc! Includes cards from Unlimited Edition, Counterstrike, Mercenaries and Mechwarrior. There are over 300 cards in the set.

BattleTech Commander's Starter Deck 60 cards, rules, dice	$16.00

This new edition introduces players' favorite factions from the BattleTech universe in eight preconstructed decks. Factions include Steiner, Kurita, Davion, and Comstar for the Innersphere, and the Smoke Jaguar, Ghost Bear, Wolf and Jade Falcon Clans. Each faction has its own strategy card only found in its deck. You can specify which deck you want, but if we've run out of one, we will supply one at random.

BattleTech Commander's Starter Display 480 cards	$115.00
BattleTech Commander's Booster Pack 15 cards	$4.50
BattleTech Commander's Booster Display 540 cards	$150.00

Counterstrike Booster Pack 15 cards	$2.75
Counterstrike Booster Display 540 cards	$85.00

New Mechs and legendary personalities to the battlefield, such as Adam Steiner and Ulrich Kerensky, and mechs such as Daishi Prime.

Mercenaries Booster Pack 15 cards	$5.00
Mercenaries Booster Display 540 cards	$162.00

The second expansion to *BattleTech* brings Mercenaries to the game.

Mechwarrior Booster Pack 15 cards	$5.00
Mechwarrior Booster Display 540 cards	$162.00

Mighty new mechs including Naginata and Pirahna, new mission and command cards, famous mechwarriors, 100 new cards. Great art.

Arsenal Booster Pack 15 cards	$5.00
Arsenal Booster Display 540 cards	$162.00

Introducing non-Mech ground troops, such as elementals, attack helicopters, tanks, hovercraft. New mechs, new mission cards, etc.

Crusade Booster Pack 15 cards	$5.25
Crusade Booster Display 540 cards	$165.00

The Innersphere sets its sights on the Smoke Jaguar clan. Features new mechs, new personalities, pivotal events from the storyline, and adds a new Clan – the Steel Vipers.

Payback Booster Pack 15 cards *Due May*	$5.25
Payback Booster Display 540 cards *Due May*	$165.00

Picks up where *Crusade* left off, concluding the storyline from FASA's *Twilight of the Clans* novel series. Approx 100 new cards.

Deadlands: Doomtown

FIV Deadlands: Doomtown

Based on PEG's popular roleplaying game. Players form outfits to seize control of Gammora, a wild, mostly lawless boomtown, that is booming in response to the discovery of a mother-load of ghost rock near by. You'll be working with hucksters, gunslingers, saloon girls, lawmen, villains, undead, and supernatural surprises. The first part has around 120 new cards.

Deadlands: Doomtown 1&2 Starter Deck 60 cards, rules	$15.95
Deadlands: Doomtown 1&2 Booster Pack 15 cards	$5.00
Deadlands: Doomtown 1&2 Combo Display 6 strs, 24 bstrs	$199.00
Deadlands: Doomtown 1&2 Booster Display 720 cards	$226.00

Deadlands: Doomtown # 3 Starter Deck 60 cards, rules	$15.95

The Sweetrock Mining Co - they have got their claws in everything.

Deadlands: Doomtown # 3 Booster Pack 15 cards	$5.00
Deadlands: Doomtown # 3 Combo Display 6 strs, 24 bstrs	$199.00

Deadlands: Doomtown # 4 Starter Deck 60 cards, rules	$15.95

The Whateleys - The Whateley family showed up in the dead o'night.

Deadlands: Doomtown # 4 Booster Pack 15 cards	$5.00
Deadlands: Doomtown # 4 Combo Display 6 strs, 24 bstrs	$199.00

Deadlands: Doomtown # 5 Starter Deck 60 cards, rules	$15.95

The Sioux Union - they come from a dozen different Indian tribes.

Deadlands: Doomtown # 5 Booster Pack 15 cards	$5.00
Deadlands: Doomtown # 5 Combo Display 6 strs, 24 bstrs	$199.00

Deadlands: Doomtown # 6 Starter Deck 60 cards, rules	$15.95

The Maze Rats – the Warlord Kang sent a bunch of his boys here.

Deadlands: Doomtown # 6 Booster Pack 15 cards	$5.00
Deadlands: Doomtown # 6 Combo Display 6 strs, 24 bstrs	$199.00

Deadlands: Doomtown # 7 Starter Deck 60 cards, rules	$15.95

The Texas Rangers. The Confederacy's hunters of the supernatural.

Deadlands: Doomtown # 7 Booster Pack 15 cards	$5.00
Deadlands: Doomtown # 7 Combo Display 6 strs, 24 bstrs	$199.00

Deadlands: Doomtown # 8 Starter Deck 60 cards, rules	$15.95

The Agency. The Union's division of supernatural demon hunters.

Deadlands: Doomtown # 8 Booster Pack 15 cards	$5.00
Deadlands: Doomtown # 8 Combo Display 6 strs, 24 bstrs	$199.00

Deadlands: Doomtown # 9 Starter Deck 60 cards, rules	$15.95

The Flock. A strange prophet calling himself Elijah.

Deadlands: Doomtown # 9 Booster Pack 15 cards	$5.00
Deadlands: Doomtown # 9 Combo Display 6 strs, 24 bstrs	$199.00

FIV Deadlands: Pine Box

Contains cards from sets 1 thru 9, featuring some new art and about 20 new cards (two per faction), the *Pine Box Edition* offers five different semisorted dual-faction decks ideal for sealed-deck competitive play. Sold in 79-card decks—including 36 colorful poker chips in each — as well as in 15-card booster packs. There are five different Starter Decks. If we don't have the one you want, we will supply another at random. They are *Blackjacks/Flock, Maze Rats/Collegium, Sweetrock/Agency, Whateleys/Rangers, Law Dogs/Sioux Union.*

Deadlands: Pine Box Starter Deck 79 cards, rules, chips	$21.00
Deadlands: Pine Box Starter Display 10 decks	$190.00
Deadlands: Pine Box Booster Pack 15 cards	$5.00
Deadlands: Pine Box Booster Display 26 packs	$120.00

Doomtrooper

HB DOOMTROOPER CCG

The Collectable Trading Card game based on Heartbreaker's Mutant Chronicles and Warzone games. This game does not use any abstract concepts – each player deploys warriors from his deck, equips them with enhancements such as close combat and ranged weapons, psychic or dark symmetry cards, and then tries to blow his opponent's warriors to kingdom come. For two player games, each player deploys the Corporations, the Brotherhood, as well as the Dark Legion. For multiplayer games, one controls the Dark Legion, and the others control one corporation each. If you order one each of the four displays, pay only $72.00.

DoomTrooper Starter Deck 60 cards,rules	$3.00
DoomTrooper Starter Display 10 decks	$20.00
DoomTrooper Booster Pack 15 cards	$0.75
DoomTrooper Booster Display 36 packs	$20.00
Inquisition Booster Pack 8 cards	$0.50
Inquisition Booster Display 60 pack	$20.00

The first expansion booster display, adding all new cards with new warriors, missions, weapons, etc.

Warzone Booster Pack 8 cards	$0.50
Warzone Booster Display 60 pack	$20.00

The second expansion booster display, adding all new cards with new warzones, warriors, missions, weapons, etc.

Dune

FIV Dune: Eye of the Storm Limited Edition

By Five Rings Publishing. Based on the popular novels. Set amidst a rich backdrop of political intrigue and economic rivalry, players assume the roles of minor house nobles vying for admission to the Landsraad High Council. Includes over 300 cards, which are personas, holdings, events, resources and plans. Each Starter Display has two copies each of the six basic houses.

Dune Starter Deck 60 cards, rules, dice	$15.00
Dune Starter Display 720 cards	$160.00
Dune Booster Pack 15 cards	$3.50
Dune Booster Display 540 cards	$100.00

FIV Dune: Judge of the Change

The next instalment in the *Dune* CCG saga.

Dune: Judge Chapter 1 Starter Deck 60 cards, rules, dice	$15.00

Spice Miners Guild. The men who mine the spice, a deadly operation due to the sand worms. But the profits are beyond imagination.

Dune: Judge Chapter 1 Booster Pack 15 cards	$5.00
Dune: Judge Chapter 1 Combo Display 720 cards	$190.00
Dune: Judge Chapter 2 Starter Deck 60 cards, rules, dice	$16.00

Water Sellers Union. Water is life. By this maxim all Arrakis lives or dies. All factions come to this Union for their survival.

Dune: Judge Chapter 2 Booster Deck 15 cards	$5.50
Dune: Judge Chapter 2 Combo Display 720 cards	$205.00
Dune: Judge Chapter 3 Starter Deck 60 cards; rules, dice	$16.00

Smugglers. Outlaws, whose lives are fraught with peril. But with great risk comes great reward. Water. Coffee. Liquor. Spice.

Dune: Judge Chapter 3 Booster Pack 15 cards	$5.50
Dune: Judge Chapter 3 Combo Display 720 cards	$200.00

FIV Dune: Thunder at Twilight

With Baron Harkonnen bent on revenge, artillery shells are sure to rain down soon.

Dune: Thunder Chapter 1 Starter Deck 60 cards, rules	$16.00

Atreides. This house stands alone on Arrakis. It is beset on all sides by foes who seek to destroy it with politics, assassins, or war.

Dune: Thunder Chapter 1 Booster Pack 15 cards	$5.50
Dune: Thunder Chapter 1 Combo Display 720 cards	$200.00
Dune: Thunder Chapter 2 Starter Deck 60 cards, rules.	$16.00

Harkonnen. Blood foes of House Atreides, they have gathered dark allies to their side and prepare to strike back.

Dune: Thunder Chapter 2 Booster Pack 15 cards	$5.50
Dune: Thunder Chapter 2 Combo Display 720 cards	$200.00
Dune: Thunder Chapter 3 Starter Deck 60 cards, rules.	$16.00

More details later.

Dune: Thunder Chapter 3 Booster Pack 15 cards	$5.50
Dune: Thunder Chapter 3 Combo Display 720 cards	$200.00

Hercules

WIZ Hercules: the Legendary Journeys

You assume the role of a warrior king or queen. Battling with other monarchs over the ancient lands, you command characters and use amazing actions to outwit your opponents and drive them from the battlefield. There are 180 cards in the set.

Hercules Starter Deck 45 cards, rules, dice	$11.00

There are six types of Starter Decks: **Infiltrator** Sabotage your opponent's game with the aid of divine intervention and stealthy hunters. **Raiding Party** Attack with your warriors and beat down defenses. Then send in your hunters to finish the job. **Hit and Run** Harries your opponents with deadly archers and fast attackers while you stand behind fortified walls. **Fearless Band** Armed with fast attackers and crafty evasion tactics, you'll maneuver around defenses and sack the enemy. **Arrows & Antics** Loaded with fast attackers and persistant archers. **Art of War** Elevate your game with deadly warriors and cards designed to disable defenses. If we do not have the deck you order, we will substitute it with another one at random.

Hercules Starter Display 18 decks	$178.00
Hercules Booster Pack 12 cards	$4.50
Hercules Booster Display 540 cards	$180.00

Highlander

THU Highlander: The Card Game

From the dawn of time they came, moving silently down through the centuries. Living many secret lives, struggling to reach the time of the Gathering, when the few who remain will battle to the last. In the end, there can be only one. Bring the swordplay and intrigue of the international hit television series to your table.

Highlander Starter Deck 52 cards & rules	$16.00
Highlander Starter Display 624 carsd	$170.00
Highlander Booster Pack 15 cards	$4.50
Highlander Booster Display 540 cards	$145.00
Highlander Arms & Tactics Starter Deck 55 cards & rules	$17.00
Highlander Arms & Tactics Starter Display 660 cards	$180.00
Highlander Arms & Tactics Booster Pack 15 cards	$5.00
Highlander Arms & Tactics Booster Display 420 cards	$126.00
Highlander The Four Horsemen Booster Pack 15 cards	$5.00
Highlander The Four Horsemen Booster Display 420 cards	$126.00
Highlander Collector's Set	$150.00

Legend of the Five Rings

FIV Battle Of Beiden Pass

Now sold out around the world. We have limited stocks only. The complete entry point into the excellent *Legend of the Five Rings* trading card game, set in medieval Japan, the day of samurai and ninja. This boxed set contains two ready to play starter decks, two Clan Strongholds, a step-by-step basic training guide to teach you the rules, and the complete large format rules	$75.00

FIV Imperial Edition

The first release, now extremely rare and collectable, and costs a small fortune.

Imperial Starter Deck 60 cards	$135.00

Every Deck has an ancestral sword in it.

Imperial Starter Display 720 cards	$1500.00
Imperial Booster Packs 15 cards	$23.00

Imperial Booster Display 540cards **$800.00**

FIV Legend of the Five Rings: Emerald Edition

Has absolutely stunning artwork, set in medieval Japan, with Japanese mythology. An ancient Empire is crumbling as its ruler battles with a mysterious wasting disease. Six clans, the traditional defenders of the Empire, have each announced their rightfull claim to an empty Emeral Throne. There are two decks each of six different Clans in each Starter Display.

Legend of 5 Rings Emerald Starter Decks 60 cards + rules

○ **Lion Clan Deck** The Lion army under the leadership of Matsu Tsuke continues its relentless attack upon the Crane Clan. **$20.00**

○ **Crane Clan Deck** With only an army of Phoenix samurai defending Doji Palace, all seems lost for this Clan, yet they also have allies: a small army of ronin and the Phoenix Clan. **$15.00**

○ **Unicorn Clan Deck** The Unicorn have continued to hold Beiden Pass, preventing any and all armies from moving through the crossroads of the Empire.. .... **$20.00**

○ **Dragon Clan Deck** Myterious and secretive, these warrior wizards are known for their shaved heads and tattooed bodies. Their armies fight under the ronin Toturi, the best general in the Empire. **$15.00**

○ **Crab Clan Deck** These master warriors consider victory more important than honor. An army of Shadowlands creatures and madmen are waiting in the hills to the north for Crab's great leader, Hida Kisada, to advance together upon the ronin Toturi. **$15.00**

○ **Phoenix Clan Deck** The masters of elemental magics. Their powerful sorcery compensates for weakness in battle. They have discovered powerful forbidden magic, but it is corrupting their masters one by one. **$15.00**

Legend of 5 Rings Emerald Starter Display 720 cards **$155.00**

Legend of 5 Rings Emerald Booster Packs 15 cards **$6.00**

Legend of 5 Rings Emerald Booster Display 540cards **$190.00**

There are over 300 different cards in the Emerald Edition. Our stocks of Emerald Edition are definitely limited.

FIV Legend of the Five Rings: Obsidian Edition

Basically a revamped and updated version of *Emerald* Edition. Each Starter Display contains two decks each of the six primary clans, but each Starter Deck contains a 60-card starter deck, a free 11-card Forbidden Knowledge booster pack, 20 color-coded glass stones, collector's checklist for your clan, and expanded rulebook.

Legend of 5 Rings Obsidian Starter Decks contains as above

○ **Lion Clan Deck** See description under Emerald Ed.....:........ **$20.00**

○ **Crane Clan Deck** See description under Emerald Ed. **$20.00**

○ **Unicorn Clan Deck** See description under Emerald Ed........ **$20.00**

○ **Dragon Clan Deck** See description under Emerald Ed......... **$20.00**

○ **Crab Clan Deck** See description under Emerald Ed............. **$20.00**

○ **Phoenix Clan Deck** See description under Emerald Ed........ **$20.00**

Legend of 5 Rings Obsidian Starter Display 720 cards **$210.00**

Legend of 5 Rings Obsidian Booster Packs 15 cards **$3.75**

Legend of 5 Rings Obsidian Booster Display 540cards **$121.00**

There are over 300 different cards in the Obsidian Edition.

FIV Legend of the Five Rings: Jade Edition

Basically a revamped *Obsidian/Emerald* Edition. Has twelve different Starter Decks, as below:

Jade Edition Starter Deck **$17.00**

Each deck has 60 cards, a free booster pack, Clan Tokens, & rules. The twelve types of decks are: Phoenix Clan, Unicorn Clan, Lion Clan ($20), Dragon Clan, Crab Clan, Crane Clan, Mantis Clan, Brotherhood of Shinsei, Toturi's Army, Shadowlands, Naga, & Scorpion Clan ($20).

Jade Edition Starter Display 720 cards **$183.00**

Jade Edition Booster Packs 15 cards **$4.75**

Jade Edition Booster Display 540 cards **$150.00**

FIV Legend of the Five Rings: Pearl Edition *Due June*

Specially designed to be totally balanced for sealed deck play; each deck has 50 fixed cards that show off their clans' strategies and tactics. Each deck has rules, tokens, 81 cards including stronghold with built-in spinner for tracking Family Honor. Most cards are from earlier editions, some have been revamped, and there are some new cards too.

Pearl Edition Starter Deck **$20.00**

There are twelve types of decks: Phoenix Clan, Unicorn Clan, Lion Clan ($25), Dragon Clan, Crab Clan, Crane Clan, Mantis Clan, Brotherhood of Shinsei, Toturi's Army, Shadowlands, Naga, & Scorpion Clan ($25). If we don't have the one you order, another will be substituted at random.

Pearl Edition Starter Display 972 cards **$216.00**

Pearl Edition Booster Packs 15 cards **$4.75**

Pearl Edition Booster Display 540 cards **$150.00**

FIV ShadowLands

Five months have passed since the war began, and there is no sign of peace. The Six Clans of the Emerald Empire have all paid the price for turning against each other. Armries of gibbering dead men march against the Clans gaining victory after victory, turning their victims into mad, mindless slaves. The only hope for the Empire lies in an ancient race of serpent folk known as the Naga.

○ **Naga Deck** The serpent folk. They have come to Rokugan for a single purpose, to stop the ShadowLands, even if it means the destruction of the Emerald Empire.. .... **$14.00**

○ **Clan Scorpion Deck** This Clan is another evil brewing in the Empire. Thought to have been destroyed by the Emperor, Clan Scorpion has been gathering its strength. **$20.00**

Shadowlands Starter Display 720 cards **$140.00**

There are over 150 different cards in Shadowlands.

Shadowlands Booster Packs 15 cards **$18.00**

Shadowlands Booster Display 36 packs **$625.00**

FIV Forbidden Knowledge

Only a few recognize an ancient evil has awakened in the Shadowlands. The Clans are too busy fighting with each other, allowing an undead sorcerer to strengthen his army of gibbering madmen and zombies. The Crab fight a war on two fronts, the Crane is crippled by Scorpion; the Unicorns face the Shadowlands alone.

Forbidden Knowledge Booster Packs 11 cards **$4.50**

Forbidden Knowledge Booster Display 506 cards **$180.00**

There are over 150 different cards in Forbidden Knowledge.

FIV Anvil of Despair

The Cranes make a desperate stand against the Shadowlands madmen; the Dragon Clan has retreated to the mountains; the Lion Clan defends the Emperor from the armies of the Crab Clan; etc. There are 6 decks each of 2 different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.

Anvil of Despair Starter Decks 60 cards + rules

○ **Junzo's Army** The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries corrupt the samurai into contorted mockeries of their former selves....... **$17.00**

○ **Toturi's Army** The Emperor's greatest tactician has returned, Toturi the Ronin. His army's armor and weapons are worn and tattered, but the samurai in his army burn with devotion....... **$12.00**

Anvil of Despair Starter Display 720 cards **$130.00**

Anvil of Despair Booster Packs 11 cards **$4.50**

Anvil of Despair Booster Display 506 cards **$180.00**

There are over 150 different cards in Anvil of Despair.

FIV Crimson & Jade

The Clans have finally realised their folly in fighting each other, instead of combining to fight the Shadowlands. But this realization may come too late. The Clans now gather their strength for a final showdown against Yogo Junzo leading the Shadowlands army, in service of the ancient master Fu Leng. But two new allies join the frey: the Shintao Monks and Yoritomo. There are six decks each of two different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.

○ **Yoritomo's Alliance Deck** The minor clans have gathered under the banner of Yoritomo, the Mantis Clan Champion. His army is motivated by the chance to receive greatness and greed. **$27.00**

○ **Monk Clan Deck** Wishing peace, but being attacked by Junzo's evil minions, this Clan has joined the war. Armed only with their wisdom and ancient prophesies, this clan waits for the right time to face Fu Leng one last time. **$27.00**

Crimson & Jade Booster Packs **$17.00**

Crimson & Jade Booster Display 64 packs **$665.00**

FIV Time of the Void Limited Expansion

It is Rokugan's darkest hour. For two years, the War of the Clans has ravaged the Emerald Empire. Descendants of the Empire's greatest heroes - the Seven Thunders - gather with their armies outside the fortress of ultimate evil…the Imperial Palace. This is the *final* chapter in the War of the Clans. It includes all Seven Thunder Personalities, the Last Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. *Our stocks are strictly limited.*

○ **Phoenix Clan Stronghold Deck** One Clan will fall…One by one, each of the elemental masters have become infected with the Shadowlands taint. The Master of Fire, mad-eyed and consumed with darkness, standing on the Imperial Palace walls, is ready to destroy his kinsmen. **$18.00**

○ **Crab Clan Stronghold Deck** One Clan will be redeemed…The mighty Crab Clan stands outside the Imperial Palace lead by Yakamo, the hero with a jade hand, preparing to assault the city. **$18.00**

Time of the Void Starter Display 720 cards **$194.00**

Time of the Void Booster Packs 11 cards **$8.00**

Time of the Void Booster Display 506 cards **$325.00**

There are over 200 different cards in **Time of the Void**.

FIV Scorpion Clan Coup Part I

Bayushi Shoju, Scorpion Daimyo, has discovered a secret too dire to hide, too powerful to ignore. He must lead his Clan against the Emperor himself, otherwise the Emperor will bring doom upon the land for a thousand years. 60 new cards.

Scorpion Clan Coup Starter Deck 60 cards + rules................ **$14.00**

Contains the Scorpion Starter Deck.

Scorpion Clan Coup Booster Packs 11 cards **$3.50**

Scorpion Clan Coup Combo Display 6 Str, 24 Bstr............. **$151.00**

Scorpion Clan Coup Booster Display 506 cards **$145.00**

○ **Scorpion Clan Coup Part II** Bayushi Shoju has killed the Emperor and taken the throne. But everything is going wrong. The other clans have laid siege to the Imperial Palace, and Toturi, who should have been assassinated, suddenly turns up to lead the siege. There are 60 cards in this set, only available as Boosters.

Scorpion Clan Coup Part II Booster Packs 11 cards **$3.50**

Scorpion Clan Coup Part II Booster Display 506 cards....... **$145.00**

○ **Scorpion Clan Coup Part III** Now the self-proclaimed emperor, Bayushi Shoju sits on the throne while all the other clans bar the Crab assault the Imperial Capitol, hoping to remove him. Now Crab clan arrives, but will they stand with Bayushi and the Scorpion Clan?

Scorpion Clan Coup III Starter Deck 60 cards + rules **$4.00**

Contains the Lion Starter Deck.

Scorpion Clan Coup III Booster Packs 11 cards **$1.00**

Scorpion Clan Coup III Combo Display 6 Str, 24 Bstr........... **$30.00**

Scorpion Clan Coup III Booster Display 506 cards................ **$30.00**

FIV The Hidden Emperor

Powers in the Rokugan Empire is dictated to some degree by the lands controlled by the Clans. With the sudden upheavel resulting from the return of Fu Leng and the end of the Hantei Dynasty, all the Clans struggle for control of not only their own borders but those of their neighbours as well. The various factions in Rokugan do not sleep easily, and when word arrives from the Imperial Palace that Toturi has vanished, the fragile peace forged by the Seven Thunders is cast into serious doubt. There will be nine releases of *The Hidden Emperor*, each containing around 60 new cards.

Hidden Emperor # 1 Starter Deck 60 cards + rules **$16.00**

The Naga (Heart of Shinomen Forest) Starter Deck. The ancient race of Naga stirs within the forests, hell bent on destroying the Dragon.

Hidden Emperor # 1 Booster Pack 8 cards **$3.50**

Hidden Emperor # 1 Combo Display 6 Str, 36 Bstr............. **$180.00**

Hidden Emperor # 1 Booster Display 576 cards **$210.00**

Hidden Emperor # 2 Starter Deck 60 cards + rules $16.00

The Dragon (Shiro Hitomi) Starter Deck. The last bastion of magic and myth, they struggle against waves of invaders, striking back with a fury that comes from a heart of madness.

Hidden Emperor # 2 Booster Pack 8 cards $3.50

Hidden Emperor # 2 Combo Display 6 Str, 36 Bstr $180.00

Hidden Emperor # 2 Booster Display 576 cards............ $210.00

Hidden Emperor # 3 Starter Deck 60 cards + rules **$16.00**

The Brotherhood (the House of Tao). Fleeing the scorched mountains of the Dragon Clan, a handful of refugees have found sanctuary within the Brotherhood's sacred walls.

Hidden Emperor # 3 Booster Pack 8 cards **$3.50**

Hidden Emperor # 3 Combo Display 6 Str, 36 Bstr............. **$180.00**

Hidden Emperor # 3 Booster Display 576 cards **$210.00**

Hidden Emperor # 4 Starter Deck 60 cards + rules $16.00

Unicorn (The Otaku Palaces) Starter Deck. For 300 years those of the Unicorn have been called outcasts and strangers. Now their daimyo has left them and ridden out on a quest of personal vengeance.

Hidden Emperor # 4 Booster Pack 8 cards $3.50

Hidden Emperor # 4 Combo Display 6 Str, 36 Bstr $180.00

Hidden Emperor # 4 Booster Display 576 cards $210.00

Hidden Emperor # 5 Starter Deck 60 cards + rules *Due Nov*.. **$16.00**

Hidden Emperor # 5 Booster Pack 8 cards *Due Nov*............... **$3.50**

Hidden Emperor # 5 Combo Display 6 Str, 36 Bstr *Nov*....... **$180.00**

Hidden Emperor # 5 Booster Display 576 cards *Nov*........... **$210.00**

Mantis (Kyuden Yoritomo) Starter Deck. Led by Yoritomo, the Alliance is forging a new house to lead the Empire into its new age. But now they must choose between duty and power.

Hidden Emperor # 6 Starter Deck 60 cards + rules............. $16.00

Hidden Emperor # 6 Booster Pack 8 cards $3.50

Hidden Emperor # 6 Combo Display 6 Str, 36 Bstr $180.00

Hidden Emperor # 6 Booster Display 576 cards................. $210.00

Crane (Iron Fortress of the Daidoji) Starter Deck. No longer the courtiers and peacemakers, now the Crane Clan, lead by the bold Doji Kuwanan turns a blind eye to prophecy and the New Tao, sacrificing their honor to save their Empire.

Hidden Emperor Conclusion Starter Deck 60 cards + rules....... **$Below**

There are three different starter decks, being:

Toturi's Army With the return of Toturi come dark tidings, and the ultimate fate of the Jade Empire hangs in the balance. **$15**

Ninja The ninja stand on the border of this world and the next. They are not the servants of shadow – they are the Shadow! **$20**

Phoenix This clan was destroyed three years ago. Now, it must rise from the ashes and be reborn or let its fires die forever.................... **$15**

Hidden Emperor Conclusion Starter Display 12 Decks............ **$170.00**

Hidden Emperor Conclusion Booster Pack 11 cards **$4.50**

Hidden Emperor Conclusion Booster Display 528 cards........... **$180.00**

There are around 150 new cards in this conclusion of The Hidden Emperor. This expansion is called The Dark Journey Home.

FIV Honor Bound *Due July.*

The next instalment in the story of the Legend of the Five Rings collectable card game. We are very glad to announce that they will not be doing anymore 60-new-card expansions. This expansion has 180 new cards. This expansion includes the anxiously-awaited return of the Scorpion Clan, plus the updated Crab Clan, and an all-new faction – the ShadowLands. More details later.

Honor Bound Starter Deck 60 cards + rules.......................... **$16.00**

There are three types. You can specify which you want, but if we run out, we will supply another one at random. They are Scorpion Clan Deck, Crab Clan Deck, and The Shadowlands Deck.

Honor Bound Starter Display 12 Decks, 720 cards.............. **$175.00**

Honor Bound Booster Pack 11 cards **$4.50**

Honor Bound Booster Display 48 packs, 528 cards.............. **$195.00**

Special Edition Five Rings Score Counters

These are beautiful 75mm round scoring disks, with 24ct gold detailing. Each contains a Clan disk, plus a lower disk with numbers on it. You also don't need a lower disk for each upper clan disk, if you will only use one at a time. So you can buy additional upper clan disks for less price. (You must buy at least one complete item).The types of disk are:

Complete Disks with Upper and Lower Parts .... **$32.00 ea**

You can choose either: Crab, Crane, Scorpion, Unicorn, Mantis, Five Rings, Dragon, Shadowlands, Naga, Lion, Ronin, Phoenix, Brotherhood. (If you buy simply the upper disk of the above, price is $20.00 ea) Imperial Favor - $13.00 (can't use lower disk)

Legend of the Burning Sands

FIV Shadow of the Tyrant

The Scorpion Clan has been exiled from the Emerald Empire and ends up being enslaved by the Senpet legions. However, she was already expected…Instead of being set in mythic Japan, this non-compatible off-shoot is set in a Dark Arabia. This first release contains 153 new limited edition cards, with stunning artwork. There are 3 Starter Decks:

Shadow of the Tyrant Senpet Starter Deck 60 cards + rules .. **$16.00**

An ancient civilization similar to the ancient Egyptians.

Shadow of the Tyrant Moto Starter Deck 60 cards + rules **$16.00**

A nomadic tribe of horsemen who haunt the wastes beyond the city.

Shadow of Tyrant Assassins Starter Deck 60 cards + rules **$16.00**

The former lords of the City, dispossessed long ago. **Shadow of the Tyrant Starter Display** 720 cards + rules.................... **$165.00**

Shadow of the Tyrant Booster Pack 11 cards **$4.50**

Shadow of the Tyrant Booster Display 528 cards................ **$185.00**

FIV Secrets and Lies

A story of secrets and lies, of forbidden magic, an ancient race, of forgiveness and revenge, the Senpet have found one piece of four of an ancient puzzle, the leadership of Moto has changed, Selqet watches in chains… This second release contains 153 new limited edition cards, with stunning artwork. There are 2 Starter Decks:

Secrets & Lies Ashalan Starter Deck 60 cards + rules **$16.00**

Hidden deep under the city along the shores of a subterranean lake, the immortal Ashalan delve into ancient magics.

Secrets & Lies Qabal Starter Deck 60 cards + rules **$16.00**

Led by a renegade Senpet priest, the Qabal study the forbidden arts in hopes of finding a way to bind the Khadi.

Secrets and Lies Starter Display 720 cards + rules **$165.00**

Secrets and Lies Booster Pack 11 cards **$4.50**

Secrets and Lies Booster Display 528 cards **$185.00**

FIV Black Hand, Black Heart

As the world braces for the Awakening, a secret war for the lost souls of Medinat al-Salaam is being waged. Now, eternal enemies have been swept up in the ancient struggle for control of the city. There are 2 Starter Decks:

BHBH Jackals Starter Deck 60 cards + rules **$16.00**

The black hearted Jackals defy morality and their purpose defies comprehension. They barter the lives of men for secrets.

BHBH Ebonite Starter Deck 60 cards + rules **$16.00**

The Ebonites mistakenly released a black force into the world hundreds of years ago, and are still trying to fix their error.

Secrets and Lies Starter Display 720 cards + rules **$165.00**

Secrets and Lies Booster Pack 11 cards **$4.50**

Secrets and Lies Booster Display 528 cards **$185.00**

Magic: the Gathering

WIZ Portal: Second Age

For customers who want to continue playing Portal-level Magic. This is a new themed version of Portal with 165 cards, all new art. Available in several formats:

Portal Second Age Age Game **$15.00**

2 x 30 card preconstructed decks, two playmats, play guide, rulebook, 15 card booster.

P2nd Age Pre-constructed Starter Deck (40 cards) 5 kinds.... **$11.00**

The 5 types of Preconstructed Decks are: Nature's Assault (marshals the forces of nature), Spellweaver (brings powerful magic to your hand), Goblin Fire (beats your opponent with a pack of wild creatures and firepower to burn through defenses), Martial Law (you overrun your opponent with a small army of fast, white creatures), and Nightstalkers (hammer your opponentwith discard effects and creature destruction.) **Pre-constructed Starter Deck Display**............. **$148.00**

Portal 2nd Age Booster Pack 15 cards **$4.75**

Portal 2nd Age Booster Display 540cards **$150.00**

Portal 2nd Age Gift Box 2x30 card preconstructed decks, playguide, rulebook, playmats, two 15 card boosters, 2 beads, etc. **$20.00**

WIZ Magic: 4th Edition

Magic 4th Edition is out of print now, but we were able to dig some up from somewhere. The attraction with these 4th Edition Starters and Boosters is that there are a number of cards, including rares, that you cannot get anymore. Our stocks are strictly limited, so first come, first serve.

Magic 4th Ed Starter Deck 60 cards & rules **$16.00**

Magic 4th Ed Starter Display 600 cards **$133.00**

Magic 4th Ed Booster Pack 15 cards **$8.00**

Magic 4th Ed Booster Display 540cards **$250.00**

Magic 5th Ed Trading Card Game for 2 Players **$18.00**

A bridge product for someone who wants to move from *Portal* to the more advanced rules and game play strategies found in Fifth Edition. has two 30 card preconstructed decks, larger size rulebook, guidebook, one 15card booster pack.

WIZ Magic: 5th Edition

Now in its 5th Edition, Magic: The Gathering is still the hottest game and set of collectable trading cards all around the world. It is published by Wizards of the Coast. To play, two players shuffle and cut each others decks, the top card of the cut becomes that player's Ante. Seven cards are dealt, the remainder form the Library, from which cards are drawn - discards go into the Graveyard. Each player has 20 Life Points, and the winner is the first to reduce his opponent to 0. The looser forfeits the Ante. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a Spell card. Spells are cast using Mana, which comes from land cards. Creatures are also called forth to do battle against the opponent.

Magic 5th Ed Starter Deck 60 cards + rules **$13.95**
Starter Deck Display 720cards... **$150.00**

This new edition contains over 400 cards selected from Fourth Edition, Ice Age, Fallen Empires, Homelands and Chronicles. Nearly half the cards are from sets other than Fourth Edition. Features new art on almost half the cards by 50 new artists.

Magic: 5th Edition Booster Pack 15 cards **$4.75**
Magic: 5th Edition Booster Pack Display 540 cards **$150.00**

WIZ **Magic: 6th Edition** *Due May*

The 350 cards selected for this set are easier to learn and play with, particularly so that *Portal* players will have an easier time learning real MTG.

Magic 6th Ed Starter Deck 75 cards + rules.......................... **$16.00**
Starter Deck Display ? cards.. **$?**
Magic: 6th Edition Booster Pack 15 cards **$5.00**
Magic: 6th Edition Booster Pack Display 540 cards **$162.00**

Magic: The Dark Booster Pack 8 cards **$14.00**
The Dark Display 480 cards **$715.00**

The value on these limited edition black border cards is continuing to rise. Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series.

Magic: Fallen Empires Booster Pack 8 cards **$3.00**
Fallen Emp Display 480 cards **$150.00**

In the southern oceans of Dominia Prime lay a continent of great kingdoms. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival; Icatian towns mustered Phalanxes to defend themselves from orc raiders and the misbegotten spawn of uncontrolled black magic.

Magic: Chronicles Booster Pack 12 cards **$6.00**
Chronicles Display 540 cards **$230.00**

This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most prominent in the mix, and only a proportion of each type will be re-released in this booster pack display. These cards have white borders.

Homelands Booster Pack 8 cards.. **$3.00**
Homelands Booster Pack (480 cards)...................................... **$150.00**

Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots.

Magic: Visions Booster pack 15 cards...................................... **$8.00**
Magic: Visions Booster Display 540 cards............................ **$250.00**

Over 160 new cards that can be played with Magic, Ice Age or Mirage. Contains more cards featuring flanking and phasing rules, a new game mechanic to challenge even veteran players, exotic, new original art.

Magic: Weatherlight Booster pack 15 cards **$4.75**
Magic: Weatherlight Booster Display 540 cards.................. **$150.00**

A limited black border expansin with over 160 new cards that can be played with Magic, Ice Age or Mirage.

WIZ **Magic: Ice Age**

Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic the Gathering. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his powers to keep the world dark and cold.

Ice Age Starter Deck 60 cards + rules **$15.95**
Starter Display (600 cards) **$144.00**
Ice Age Booster Pack 15 cards **$4.75**
Booster Display (540 cards).. **$150.00**
Alliances Booster Pack 12 cards **$6.50**
Alliances Display (540 cards) **$260.00**

As the Ice Age recedes, Dominaria wakes from its long, cold sleep. Its people face a world torn by natural and political storms, and they must now join forces if they are to survive the coming years. For Dominaria, it is a season of struggle, an era of hope, and a time for new alliances. This expansion features around 110 new cards, which can be used in either Magic or Ice Age games.

WIZ **Magic: Mirage**

An expansion that can be played with Magic or played by itself. It is set in the tropical setting of Jamuraa. Teferi's Isle, off the coast of Jamuraa, disappears after a wizard's time experiment goes wrong, and more than 100 years later the island reappears. And its inhabitants are horrified by the unrest that has erupted in the land while they've been gone, and war soon breaks out. There are over 300 new cards in the set, including new rules variants.

Mirage Starter Deck 60 cards + rules **$14.95**
Mirage Starter Display (720 cards) **$150.00**
Mirage Booster Pack (15 cards).. **$4.95**
Mirage Booster Display (540 cards) **$150.00**

WIZ **Magic: Tempest**

The flying ship *Weatherlight* has left the light of Dominaria for the shadow plane of Rath in an attempt to rescue Captain Sisay. There, Gerrard and his crew are challenged by Volrath's ship *Predator*, and they encounter wild new forces of magic as they strive to reach Volrath's Citadel. An expansion with 300 new cards that can be played with Magic or played by itself. Designed for experienced players. The most anticipated card is *Time Warp*, a sorcery costing 3UU, that gives you an extra turn. Also has Shadow creatures and Slivers. Shadows can only block or be blocked by Shadows, and Slivers have effects that give a bonus to all Slivers in play.

Tempest Starter Deck 60 cards + rules **$14.95**
Tempest Starter Display (720 cards) **$150.00**
Tempest Booster Pack (15 cards).. **$5.00**
Tempest Booster Display (540 cards) **$150.00**

WIZ **Magic: Stronghold**

Gerrard of the Weatherlight leads the rescue team into the heart of Rath-Evincar Volrath's citadel. There, they hope to find and free Sisay, but Volrath's lair is a maze of risks and confrontations. High in Volrath's Dream Halls, where the Evincar's dreams and nightmares gain substance and eternal life, Gerrard finally comes face to face with Volrath.

Stronghold Pre-constructed Starter Deck 60 cards + rules..... **$15.50**

There are four types: The Sparkler, Migraine, Call of the Kor, and The Spikes. Each has 3 rare, 9 uncommon & 48 command & land. Each Stronghold Pre-constructed deck is built to maximise the strength of Stronghold cards.

Stronghold Starter Display (720 cards)................................... **$155.00**
Stronghold Booster Pack (15 cards) **$5.00**
Stronghold Booster Display (540 cards) **$150.00**

WIZ **Magic: Exodus**

As Gerrard and his party battle in the heart of Volrath's stronghold, the rest of the crew of the Weatherlight are forced to battle the deadly flagship of the evincar's army, the Predator. At the same time, the combined armies of the Kor, Vec, and Dal, the oppressed people of Rath, reach the Stronghold's gate and lay siege. Meanwhile, a traitor prepares to lead Gerrard into a deadly trap…

Exodus Pre-constructed Starter Deck 60 cards + rules........... **$15.00**
Exodus Starter Display (720 cards).. **$150.00**
Exodus Booster Pack (15 cards) **$5.00**
Exodus Booster Display (540 cards) **$150.00**

WIZ **Magic: Urza's Saga**

Ushers in a new chapter in the epic *Magic* story. From the fires of Shiv to the darkness of Phyrexia, Urza seeks one thing: revenge. The power of the planes comes to your game with cycling, echo and other new concepts. Can you played alone or with other *Magic* sets. Over 300 new cards.

Urza's Saga Preconstructed Starter Decks 60 cards + rules... **$16.00**

There are four types: The Plague (a black and white deck that uses the power of pestilence), Special Delivery (with new echo creatures, you get your red and green nasties on the table faster than ever), Sleeper (a white creature deck that awakens) and Tombstone (a black and blue deck with reanimation cards and cycling cards for options). You may choose which deck you want, but if we run out of that one, we will supply another at random.

Urza's Saga Random Starter Deck 75 cards + rules **$16.00**
Urza's Saga Random Starter Display (900 cards) **$160.00**
Urza's Saga Booster Pack (15 cards).. **$5.00**
Urza's Saga Booster Display (540 cards) **$150.00**

WIZ **Magic: Urza's Legacy**

In this follow-up to the Urza's Saga set, the obsessed planeswalker continues his quest across Dominaria for artifacts capable of holding off the Phyrexian invasion. The Yavimaya forest reluctantly provides the seed to grow a flying ship which, along with the artifacts, are to become Urza's Legacy .

Urza's Legacy Preconstructed Starter Decks 60 cards, rules .**$16.00**

There are four types. You may choose which deck you want, but if we run out of that one, we will supply another at random. They are:
Radiant's Revenge The new ruler of Serra's realm, an archangel hellbent on revenge. Explodes with card-drawing and control cards.
Crusher Hulking worms, treekfolk and other large obstacles try to stop Urza from completing *Weatherlight*. Hurts your opponents.
Phyrexian Assault An unending barrage of creatures and creature removal cards that can break down the most formidable defense.
Time Drain Urza's allies. Use legions of free creatures to crush your opponents before they have a chance to prepare for battle.

Urza's Legacy Preconstructed Deck Display (12 decks) **$170.00**
Urza's Legacy Booster Pack (15 cards)...................................... **$5.00**
Urza's Legacy Booster Display (540 cards) **$150.00**

WIZ **Magic: Urza's Destiny** *Due June*

More details later…

Urza's Destiny Preconstructed Starter Decks 60 cards, rules.**$16.00**

There are four types. You may choose which deck you want, but if we run out of that one, we will supply another at random. They are:
Battle Surge Uses blue stalling tactics to hold off opponents, while a host of red creatures mount a decisive attack.
Enchanter Employs a variety of blue creatures who get even more powerful when enchantments are played.
Assassin Sends in a swarm of small, black creatures backed up with creature destruction and discard effects.
Fiendish Nature Uses fast mana sources to power up a horde of big, green uglies with attitude.

Urza's Destiny Preconstructed Deck Display (12 decks)...... **$170.00**
Urza's Destiny Booster Pack (15 cards) **$5.00**
Urza's Destiny Booster Display (540 cards) **$150.00**

WIZ **Magic the Gathering ANTHOLOGIES**

A limited edition two-preconstructed Starter-Deck anthology. The two decks give you the combined might of two armies assembled from across Dominia's history. With spells and creatures gathered from every Magic the Gathering expansion and edition, from Alpha Edition to Urza's Saga. The two preconstructed decks have 60 white bordered cards and 5 token cards in each. There is also a 64 page booklet covering the games history and strategies. The sturdy card box can also hold 350 cards in sleeves, or 5 starter decks. **$43.00**

WIZ **Magic: Unglued**

A weird and wacky release for Magic: the Gathering. All of the cards are broken or bizarre, and all banned from tournament use. But if you want your social games to become "unglued" then please, use these cards! But definitely not recommended for rules lawyers or power gamers, and you need a sense of humor. Has 48 packs of 10 cards each. **$3.50 per pack, or $150 for the display.**

WIZ **1998 World Championship Decks**

Limited Edition. Contains 12 preconstructed decks, of four types, of four of the 1998 Magic World Championship finalists. You may specific which deck you want to order, but if we run out of that one, we will supply another at random. The decks have no rules, & are:

Brian Selden – World Champion This deck conquered the field by using Survival of the Fittest to put creatures into the graveyard and Recurring Nightmare to bring them back into play. The deck employs over 20 creatures and dips into blue for Lobotomy. **$18.00**

Ben Rubin – Finalist This archetypal red weenie deck consists of roughly equal parts direct damage, aggressive creatures & land. **$16.00**

Brian Hacker – Quarterfinalist This white weenie deck rolled over competitors with more than twenty aggressive creatures. This horde relies on creatures with shadow and the en-Kor to overwhelm the unprepared, with the threat of Cataclysm. **$16.00**

Randy Buelher – Twelfth Place This Draw, Go deck is pure control, with over twenty counterspells and eight card-drawing engines to dig them out. The deck's offense is limited to Stalking Stones and a Rainbow Efreet, but the best offense is often a killer defense. **$16.00**

1998 World Championship Deck Display 12 Decks. **$172.00**

WIZ **Magic Card Storage Boxes.** **$9.00**

Five styles of full color Magic card boxes, each able to hold 1,200 Magic cards. The boxes are shipped flat and are easily assembled. The six types are red, green, white, blue, black. You may request a particular color, but if we run out of that color, we will substitute at random.

PEN **Magic: Official Encyclopedia Vol 1.............. $25.00**

224 full color pages, with over 2,000 cards featured in full color, showing the cards from Fourth Ed, Discontinued cards, Chronicles, Ice Age, Alliances, Arabian Nights, Antiquities, Legends, the Dark, Fallen Empires, Homelands, etc.

PEN **Magic: Official Encyclopedia Vol 2.............. $22.00**

144 full color pages, with over 1,300 cards featured in full color, showing the cards from Mirage, Visions, Fifth Edition, Weatherlight, Portal, etc.

PEN **Magic: Official Encyclopedia Vol 3.............. $24.00**

128 full color pages, with over 900 cards featured in full color, showing the cards from Tempest and continuing the Rath Cycle with Stronghold and Exodus. Also Vanguard and Portal Second Age cards and details of the Magic 1996 Pro Tour decks and 1997 World Championship decks.

PEN **Magic: Advanced Strategy Guide $25.00**

For players who have a good strategy and knowledge of Magic rules, this is an advanced training manual. Essential info on all of the game's issues, from developing the art of deck design, how to combat classic tournament decks, and getting the most from your cards.

WIZ **The Art of Magic the Gathering Rath Cycle.$37.00**

A full color, glossy art book of the art from The Rath Cycle, as seen in Weatherlight, Tempest, Stronghold and Exodus. Includes full color plates as well as working sketches.

Middle Earth: The Wizards

ICE **Middle Earth 2 Player Starter Set**

A special two player starter set with specially assembled decks and Initial Adventure Guide for the beginning player, with simplified rules. The two 60 card decks have been constructed with Gandalf and Saruman. Inlcudes 2 dice, full color map of Middle Earth, two full color player sheets, 2 plastic hobbit company markers. **$36.00**

ICE **Middle Earth Challenge Decks**

There are ten different pre-designed decks, ready for tournament or casual play. Each fixed deck has 110 cards, rules summary, and suggestions on how to play the deck. All the cards have a gray border, but normal backs. You can order a specific deck, but if we have run out of that deck, we will substitute another at random. The decks are: *Stewards of Gondor (Saruman), Release the Prisoners (Alatar), Dwarven Quest (Pallando), Bargain Between Friends (Radagast), Return of the King (Gandalf), Spies & Traitors (Adunaphel), Marauding Brood of Uglies (Dwar), Stealthy Tribe (Hoarmurath), Morgul Rallying Cry (Witch-king), Seducing Nations of Men (Indur).*

Challenge Deck 110 cards + rules **$10.00**
Challenge Deck Display 1100 cards.. **$95.00**

ICE **Middle Earth: The Wizards**

In this card game, based on Tolkien's famous novels, you play one of the five wizards sent to oppose Sauron. The goal of each wizard is to marshall the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. There are 480 + cards in this unlimited Edition 2nd printing, and features artwork from dozens of painters, including Angus McBride. You lose instantly if your wizard is corrupted (like Saruman), or dies fighting the forces of evil; you win instantly if you manage to destroy the One Ring; otherwise, the player who marshalls together the greatest resources, such as characters, allies, items, & factions, & so best able to resist Sauron, is the one who wins.

Middle Earth Starter Deck 76 cards + rules **$15.00**
Middle Earth Starter Display 760 cards **$135.00**
Middle Earth Booster Pack 15 cards... **$5.00**
Middle Earth Booster Display 540 cards **$162.00**
METW The Dragons Booster Pack 15 cards **$3.00**
METW The Dragons Booster Display 540 cards **$97.00**

The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beckon you to their hoards. 180 new black border cards. Beautiful artwork.

METW Dark Minions 15 cards Special **$3.00**
METW Dark Minions Booster Display 540 cards Special ... **$97.00**

180 new cards including agents such as Grima Wormtongue; Underdeeps such as the awful Under-gates of Moria, etc. 180 new cards.

ICE **Middle Earth: The Lidless Eye Limited Edition**

Compatible and stand alone supplement, where you can play one of the nine Nazgul in the service of Sauron, and use minions as "characters", forming companies and gathering power to advance Sauron's cause in Middle Earth. Has over 350 cards with beautiful artwork.

ME: The Lidless Eye Starter Deck 76 cards + rules **$15.95**
ME: The Lidless Eye Starter Display 760 cards **$144.00**
ME: The Lidless Eye Booster Pack 15 cards **$4.50**
ME: The Lidless Eye Booster Display 540 cards.................. **$145.00**

ICE **Middle Earth: Against the Shadow**

Over 140 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on the Wizard player, using resources from *ME: The Wizards*, competing against a Ringwraith player. But so that Ringwraiths can match Wizards in the full range of strategies available, more Ringwraith resources are included.

ME: Against the Shadow Booster Pack 15 cards **$4.50**
ME: Against the Shadow Booster Display 540 cards........... **$145.00**

ICE **Middle Earth: The White Hand**

ME: The White Hand Booster Pack 15 cards................................ **$5.00**
ME: The White Hand Booster Display 540 cards.................. **$150.00**

Over 120 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on a corrupted Wizard player, as Saruman was corrupted in the novel. A corrupted Wizard can pick and choose the good and evil resources, and will use any means to achieve his end.

ICE **Middle Earth: The Balrog**

Limited Expansion. At last, a refreshingly different presentation of CCG cards - this expansion is sold in two boxes. Each box contains 132 fixed cards, including 52 new Balrog cards, and 80 previously released cards that the Balrog can use in his army. So if you buy both boxes, you automatically receive all 104 new cards! Each box allows you to play a balrog without needing any other cards. Lead forth your host of orcs and trolls!

ME: The Balrog 'The Shadow Deeps' Box 132 cards............. **$36.00**

The Balrog infiltrates the Underdeeps beneath Moria. Here, he hopes the ancient fires will instill him and his minions with new strength.

ME: The Balrog 'Balrog's Host' Box 132 cards **$36.00**

The Balrog gathers the orcs and trolls of the Misty Mountains into a massive army, and is ready to fight wizard or ringwraith.

The Balrog Display 3 each of the above two boxes **$190.00**

ICE **Middle Earth Gift Set Limited Edition**

This limited edition Gift Set contains all two players need to play, plus heaps of extra goodies. Has two Unlimited Starter Decks, four Unlimited Booster Packs, two packs each from the Limited The Dragons and Dark Minions; 2 Burning Eye dice, 2 plastic hobbits, color Middle Earth map, rules book, card lists, and a sturdy card storage box that can hold 1,000 cards. **$40.00**

○ **Middle Earth: The Wizards Players Guide** **$21.50**
○ **Middle Earth: The Dragons Player Guide**.......... **$15.00**
○ **Middle Earth: Dark Minions Player Guide**......... **$15.00**
○ **Middle Earth: Casual Companion** **$14.95**
○ **Middle Earth: Lidless Eye Companion**.................. **$16.00**
○ **Middle Earth: Lidless Eye Player Guide** **$19.00**

Rage Across Las Vegas

FIV **Rage Across Las Vegas**

Rage is the fast paced fighting game of werewolf combat based on White Wolf's acclaimed World of Darkness Werewolf roleplaying game. Players form packs of werewolves and attempt to defeat the other players. There are 9 60-card releases.

Rage Phase # 1 Starter Deck 60 cards + rules **$16.00**

There are two different Preconstructed Starter Decks. If we have run out of the one you order, we will supply the other. They are:
Get of Fenris Werewolves with the fierceness of the arctic wolf.
Wendigo A tribe with deep roots in the Norther American plains.
Rage Phase # 1 Booster Pack 8 cards........$3.50
Rage Phase # 1 Combo Display 6 decks, 24 packs........$162.00

Rage Phase # 2 Starter Deck 60 cards + rules........$12.50
The two different Preconstructed Starter Decks are:
Bone Gnawers They have adapted themselves to the urban jungle.
Red Talons It was a mistake to let humanity survive..
Rage Phase # 2 Booster Pack 8 cards........$3.00
Rage Phase # 2 Combo Display 6 decks, 24 packs........$140.00

Rage Phase # 3 Starter Deck 60 cards + rules........$12.50
There are two different Preconstructed Starter Decks, they are:
Silent Striders They search for rumors of the Wyrm.
Shadow Lords They want to unify the tribes under their rule.
Rage Phase # 3 Booster Pack 8 cards........$3.00
Rage Phase # 3 Combo Display 6 decks, 24 packs **$140.00**

Rage Phase # 4 Starter Deck 60 cards + rules........$12.50
There are two different Preconstructed Starter Decks, they are:
Galliard The singers and loremasters of the ancient Werewolf tribes.
Philodox The arbiters and judges of the tribes.
Rage Phase # 4 Booster Pack 8 cards........$3.00
Rage Phase # 4 Combo Display 6 decks, 24 packs **$140.00**

Rage Phase # 5 Starter Deck 60 cards + rules........$15.00
There are two different Preconstructed Starter Decks, they are:
Children of Gaia They try to unite the Garou tribes against the wyrm.
Black Furies Werewolf warrior women from ancient Greece.
Rage Phase # 5 Booster Pack 8 cards........$3.50
Rage Phase # 5 Combo Display 6 decks, 24 packs **$160.00**

Rage Phase # 6 Starter Deck 60 cards + rules........$15.00
There are two different Preconstructed Starter Decks, they are:
Uktena Former slaves, displaced American tribes, broken survivors.
Iron Riders Rail Barons, looking to trap the Wyrm between bars of iron.
Rage Phase # 6 Booster Pack 8 cards........$3.50
Rage Phase # 6 Combo Display 6 decks, 24 packs **$160.00**

Rage Phase # 7 Equinox Starter Deck 60 cards + rules........$15.00
There are three different Preconstructed Starter Decks, they are:
Silver Fangs The oldest and most venerable of the tribes.
Fiana Werewolves descended from the fierce warriors of British Isles.
Stargazers These werewolves have mastered their rage thru mysticism.
Rage Phase # 7 Equinox Booster Pack 8 cards........$3.50
Rage Phase # 7 Equinox Combo Display 6 decks, 24 packs....$160

Star Trek Next Generation

DEC **Star Trek Introductory Two Player Game**

There are two types, Klingon and Federation. Both sets include two pre-customized 60 card starter decks, one Federation and one Klingon, with new cards being 11 new mission cards and the legendary Spock.; also have two 15 card booster packs, one from the initial white bordered booster, the other from Alternate Universe; and two black border cards: Data laughing and Admiral McCoy. The Klingon set has three black bordered Klingon cards, Mogh, Gi'ral and Ja'rod. The Federation set has three black bordered cards, Admiral Picard, Commander Data, & Commander Troy. **$40.00 each**

DEC **Star Trek Next Generation**

The game features fast action game based on the action in the series. A brilliant as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation, Romulan, or Klingon. Your deck will include mission cards; dilemma and interupt cards; artifact cards; outpost cards; ship cards; personnel cards, crews with which to form Away Teams; & lastly equipment cards and event cards. Rules are 35 tiny pages.
Star Trek Unlimited Starter Deck 60 cards + rules........$15.00
Unlimited Starter Display 720 cards........$162.00
Unlimited White Border cards. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play.
Star Trek Premiere Starter Deck II 68 cards + rules........$16.00
Has 60 cards from the Unlimited Edition, rules, and 8-fixed limited ed black bordered cards with 6 new missions, new outpost, new event.
Star Trek Premiere Starter Deck II Display 12 decks........$170.00
Star Trek Next Generation: Booster Pack 15 cards........$5.50
Unlimited Booster Disp........$178.00
A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.
Alternate Universe Expansion 15 cards........$5.00
Alternate Universe Display........$162.00
122 new cards. 49 of these cards contain subject matter related to alternate realities or universes such as time travellers, parallel universes, etc. The remaining 73 cards expand upon existing elements of ST:TNG, deepening gameplay in various ways. The 1st Ultra-Rare Card, which is randomly packaged, is of the Future Enterprise.
Q-Continium Booster Pack 15 cards........$5.00
Q-Continium Booster Display 540 cards........$162.00
The second expansion for Star Trek, this one feature Q and his various meddling excursions into the Star Trek time line. Also features other cards from all areas of Star Trek.
First Contact Movie Booster Pack 9 cards........$3.50
First Contact Movie Booster Display 270 cards........$99.00
The next expansion for Star Trek, this one taken from the excellent *Star Trek Next Gen First Contact* movie, which featured a showdown between the Enterprise and her crew and a Borg ship which travels back through time. Includes new rules, one sheet per display.
First Contact Enhanced Pack........$25.00
Has 4 First Contact Boosters and 3 new, fixed black border cards. There are 12 new cards in total, and the package tells you which 3 of the 12 cards are in it. Most new cards enhance the Borg, 2 the Fed. New cards include Gowron, Goldukat, Tomolok and Bareil as Borg, and Borg overlay cards, which can turn anyone into a borg. Amusing!
First Contact Enhanced Display 12 Enhanced Packs........$260.00
Deep Space 9 Starter Deck 60 cards & rules........$15.00
Deep Space 9 Starter Display 720 cards........$162.00
Deep Space 9 Booster Pack 9 cards........$3.75
Deep Space 9 Booster Display 270 cards........$99.00
Introduces the Deep Space 9 Space Station, its captain and crew, new affiliations, the Bajoran wormhole, and the Gamma Quadrant. There are 260 new cards. Can by played with Star Trek or by itself.
Star Trek: The Dominion Booster Pack 9 cards........$4.00
Star Trek: The Dominion Booster Display 270 cards........$100.00
130 new cards. The Dominion affiliation, Weyoun, the Jem'Hadar, the USS Defiant, Gamma Quadrant missions, the Founders as themselves or infiltrators, garrisons, planetary subjucation. Also new rules specially for the Jem'Hadar, the Founders, etc.
Blaze of Glory Booster Pack 9 cards *Due June*........$4.50
Blaze of Glory Booster Pack Display ? *Due June*........$108.00
Contains 130 new cards. Cards to enhance ship battles, more realistic consequences for ships being damaged, new Romulan and Klingon personnel, more shape-shifting cards, etc.

Star Trek Next Gen. Card Game Factory Set **$150.00**

This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available. Only 30,000 sets were made of this Factory Tin, so it has great collectable value. You can use the cards in all "official" games or tournaments.

Star Trek First Anthology **$65.00**

A limited edition heavy duty cardboard box that fits over 800 Star Trek Cards. Inside the box are two Unlimited Starter Decks, two Unlimited Booster Packs, two packs of Alternate Universe, Q-Contimium, the Warp Pack, and six cards never seen before: Quark, Paris, Tuvok, Orb of Prophecy and Change, Dr Telek R'Mor and Garak; and a rules supplement.

Star Trek Official Tournament Sealed Decks

Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 Alternate Universe Booster, 1 unique 20 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards. Inside the sealed external wrapper, each box has one of six random different cover designs, being Borg, Bajoran, Cardassian, Federation, Klingon and Romulan. *You cannot specify which you want.*
Star Trek Official Tournament Sealed Deck **$32.00**
Star Trek Official Tournament Sealed Deck Case (12 dcks) **$350**

Star Wars

DEC **Star Wars Premiere Introductory 2 Player Game**

The Star Wars universe comes alive as the Rebel Alliance battles against the unrelenting power of the Galatic Empire. Choose to play the Rebel side or the Imperial side. This game equips you with two ready to play 60 card starter decks, a full color 20 page rulebook, and six unique cards only found in this set, including Luke and Darth Vader. **$40.00**

DEC **Star Wars Unlimited Edition**

With the game, players control, alter and feel the Force. The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. There are 324 common, uncommon and rare cards. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force. Cards have their artwork lifted directly from the Star Wars movie. The Empire tends to be more technologically advanced, better equipped, & the stronger aggressor; the Alliance makes more use of the Force, can enhance their defensive capabilities, & have a sense of honor. The rule book is 40 pages long.
Star Wars Starter Deck 60 cards + rules........$15.00
Starter Deck Display (720 cards)........$162.00
Star Wars Limited Starter Deck 60 cards + rules........$18.00
Star Wars LimitedStarter Deck Display (720 cards)........$194.00
Star Wars Booster Pack 15 cards........$4.50
Booster Pack Display (540 cards)........$145.00
Star Wars Limited Booster Pack (15 cards)........$8.00
Star Wars Limited Booster Display (540 cards)........$259.00
New Hope Limited Booster Pack 15 cards........$6.00
New Hope Limited Booster Display (540 cards)........$180.00
Cards taken from the movie Star Wars only, focusing on the Rebels attempts to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base.
New Hope Revised Edition unlimited Booster Pack 9 cards....$4.00
New Hope Revised Edition Booster Display 30 packs........$108.00
Hoth Limited Booster Pack 15 cards........$6.00
Hoth Limited Booster Display (540)........$190.00
Hoth Unlimited Booster Pack 9 cards........$4.00
Hoth Unlimited Booster Display (270 cards)........$108.00
Set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal. There are new rules, revisions of old rules, and a ton of cool new cards. Each of the game mechanisms is designed to increase strategic posibilities and add depth to the game.
Dagobah Limited Booster Pack 9 cards........$3.50
Dagobah Limited Booster Display 540 cards........$175.00
Yoda makes an appearance. Also included are Jedi Training, new weapons, asteroids, the Executor, TIE Bombers, Space Slugs, Bounty Hunters and their ships, and Dagobah locations. Boba Fett is not included! Features 180 new limited edition cards.
Cloud City ESB Booster Pack 9 cards........$3. 50
Cloud City ESB Booster Pack Display 540 cards........$175.00
The next limited expansion set in the *Empire Strikes Back* movie. We see Boba Fett, the Cloud City's denizens, etc.
Jabba's Palace Booster Pack 9 cards........$3.50
Jabba's Palace Booster Pack Display 540 cards........$175.00
Jabba the Hutt has captured Han Solo, and the Rebels must rescue him. But first they must use disguise to get past Jabba's henchmen, bounty hunters, and pets. 108 new cards.
Endor Booster Pack 9 cards *Due May*........$4.50
Endor Booster Pack Display ? *Due May*........$108.00
Contains 180 new cards. Tied closely to Endor and the force. Also Scout Walkers, Biker Scouts, and Rebel Strike Team.

DEC **Star Wars Special Edition**

A new 324 card limited edition set which features art from the three Special Edition movies, which were re-releases of the old movies plus new computer graphic characters, scenes, ships and vehicles, etc.
Star Wars Special Ed Starter Deck 60 cards + rules........$20.00
22 of the 60 cards are fixed, so are immediately playable. Come as either Dark Side or Light Side. You can specify which, but if we run out of one , we'll supply the other. Large format rules version 2.0.
Starter Deck Display (720 cards)........$215.00
Star Wars Special Ed Booster Packs 9 cards........$4.00
Star Wars Special Ed Booster Display 30 packs cards........$108.00

Star Wars Enhanced Premiere Pack........**$See Below**
There are six types of Enhanced Premiere Packs in the display. Each Pack has a limited edition character card with weapon, plus four unlimited booster packs. The six types are Darth Vader with Lightsaber **$22.00**, Luke with Lightsaber **$22.00**, Obi-wan with Lightsaber **$22.00**, Boba Fett with Blaster Rifle **$35.00**, Leia with Blaster Rifle **$35.00**, Han with Heavy Blaster Pistol **$35.00**. You can specify which one you want, but if we run out, we will supply another at random, at the correct price. Display of 12 Packs. **$270.00**

Star Wars First Anthology **$100.00**

Sold out commercially, this limited edition is now only available from secondary markets, hence the high price.

Star Wars Second Anthology **$55.00**

A limited edition heavy duty cardboard box that fits over 800 Star Wars Cards. Inside the box are eight Unlimited Booster Packs, two limited Dagobah Packs, two packs of Cloud City, plus a free bonus selection of 6 white border preview cards from a future set, including Mon Calamari Star Cruiser, Sarlacc, Mon Mothma, etc.

Star Wars Official Tournament Sealed Decks

Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 New Hope Booster, 1 unique 18 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards. Inside the sealed external wrapper, each box has one of six random different cover designs. *You cannot specify which you want.*
Star Wars Official Tournament Sealed Deck **$32.00**
Star Wars Official Tournament Sealed Deck Case (12 dcks) **$350**

Jyhad & Vampire: the Eternal Struggle

WIZ **JYHAD TRADING CARD GAME**

This game by Wizards of the Coast, is a collectable card game set in White Wolf's dark Vampire: the Masquerade world. These cards are *fully compatible* with the new Vampire: the Eternal Struggle CCG. This game pits rival vampires against each other in a struggle for control over the sinister World of Darkness. There are over 400 cards in the set. Limited stocks, so be quick.
Jyhad Starter Deck 76 cards, rules........$5.00
Jyhad Starter Display 10 decks, 760 cards........$40.00
Jyhad Booster Pack 19 cards........$1.50
Jyhad Booster Display 36 packs, 684 cards........$40.00

WIZ **Vampire: The Eternal Struggle**

Wizards of the Coast have released 2nd Edition Jyhad, which they have called Vampire: The Eternal Struggle. The cards are compatible with Jyhad, and both sets of cards can be used in tournament play. The rules in this new version are reformatted and easier to understand. Variant rules increase the speed of play. Only some of the artwork and cards are new. There are over 300 cards.
Vampire: TES Starter Deck 76 cards + rules........$18.00
Starter Display (760 cards)........$150.00
Vampire: TES Booster Pack 19 cards........$5.00
Booster Display (684 cards)........$150.00
Dark Sovereigns Booster Pack (15 cards)........$4.00
Dark Sovereigns Booster Disp (540 cards)........$140.00
Adds Clans Giovanni and Ravnos, and new disciplines. 100 new cards in the set.
Ancient Hearts Booster Pack 12 cards........$4.00
Ancient Hearts Booster Disp (540 cards)........$150.00
The tragic legacies of Mediterranean Kindred: the Camarillia, Assamite, & Set.
The Sabbat Booster Pack (28 cards)........$6.95
The Sabbat Booster Display (672 cards)........$150.00
Limited print run of over 400 new cards. The Sabbat. Savage, diabolic. For centuries this malicious sect of vampires has rejected the ancient laws of the Undead and waged a war of blood and shadows against their enemies, the kindred of the Camarilla.

Warlords

ICE **Warlords**

A simple, fast, fun, multiplayer (2 – 8 players) fantasy game, based on the popular computer game. For the new special price, it's great value. You assemble your heroic followers, gather your armies, and build citadels. Venturing out to explore, find treasure, or wage war, you avoid or crush cruel beasts and outmaneuver your foes' warriors and armies. Using strength and guile, you try to be the first to rise as the supreme warlord. 251 cards in the set.
Warlords Combo Display 8 Starter Decks, 16 Boosters........$20.00
Each Display has eight different starter decks, each being a different "faction", and 16 Randomised 12-card booster packs, but without rare or uncommon distinctions. Therefore, it is easy to collect an entire faction.

Xena

WIZ **Xena: Battle Cry**

Contains original Xena cards plus new Battle Cry Cards. You assume the role of a warrior king or queen. Battling with other monarchs over the ancient lands, you command characters and use amazing actions to outwit your opponents and drive them from the battlefield. The details are as below:
Xena Battle Cry Starter Deck 40 cards, rules........$11.00
There are six types of Starter Decks: **Centaur & Seers** Combines a forbidding Centaur army with divine guidance to take command of the battlefield. **Immortal Favor** Send in waves of characters to attack and use the might of divine powers to evade or destroy your opponent's blockers. **Dirty Deeds** Surprise foes with deceptive acts and dangerous characters. Don't worry about keeping your hands clean. **Siege Engine** Command a legion of expert archers and waves of fast attackers. **Rough Riders** Command the largest army and charge on to victory. Legions of characters are at your disposal. **Divine Wrath** When the Immortal's are displeased, someone's going down. If we do not have the deck you order, we will substitute it with another one at random.
Xena Battle Cry Starter Display 18 decks........$178.00
Xena Battle Cry Booster Pack 13 cards........$4.50
Xena Battle Cry Booster Display 585 cards........$180.00

Trading Card Accessories

CRF81117 **Magic the Gathering Collector's Album** $9.00

A stunning collectable card game 3-ring Collector's Album, designed for Magic: the Gathering, but usuable with any cards, of course!

CRF81169 **Mirage Collector's Album** **Special $7.00**

A stunning collectable card game 3-ring Collector's Album, designed for Magic: Mirage, but usuable with any cards, of course!

CRFRPJ-N8-2U **Card Album** **$12.00**

High quality card album that fits the Superpro Sheet Card Holders.

GYM **Superpro Sheet Card Holders (1)** **$0.35**

Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc.

CRF81100 **DECK PROTECTORS** **$11.00**

These Ultra Pro rigid top loading card protectors are the most important accessory ever released for colletable trading card game cards. The reason? They are specially designed for such cards. The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display... **$99.00**
Black-back Deck Protectors These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. **$11.00 each** or for a whole display **$99.00** 10 decks.
Red-back Deck Protectors These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. **$11.00 each** or for a whole display **$99.00** 10 decks.

GYM **Ultra Pro Floppy Card Sleeves (100)** **$3.00**

For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usuable format.

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Role Playing Games

Color Code

🟥 New Item Now Available and in Stock

🟩 New Item Not Yet Released

Aberrant

Aberrant RPG By White Wolf, this complete RPG is the prequel to Trinity RPG, dealing with the Aberrant Era. Set in the early 21st Century, before the devastating war against humanity, this game allows you to be one of these doomed beings of vast power, and to experience their struggles to avoid the coming cataclysm. Was it a Golden Age or Hell on Earth? What were the aberrants really like? Were they really mad gods running rampant across the world? 296 pages. Softcover Version. $46.00 Hardcover Limited Ed $55.50

Aberrant Storytellers Screen Typical GM screen plus a 72 page book containing setting information. *Due August.* $27.00

Aberrant Dice A set of ten 10-sided gold and blue dice & bag *July.* $14.00

Alternity

CORE RULES

ALTERNITY Player's Handbook By TSR, this full color book, written especially for players, features a fast-play introduction that allows you to start playing quickly, guidelines for creating science fiction heroes, and rules for combat, challenges, encounters, aliens, mutations, psionics, and future equipment. Tons of full color & B&W art. Looks good - TSR finally made a worthy entrance into the Sci-Fi genre. 254 pages. $54.00

ALTERNITY Gamemaster Guide This full color volume with 256 pages and hardback cover has everything needed to moderate the *Alternity* game, including rules for creating characters, adventures and campaigns for any sci-fi setting; a Fast Play chapter that teaches the basics of moderating the game and provides a starting adventure; starships construction rules and a tactical space combat system; star system design rules, thirty aliens and creatures; how to designs aliens & alien artifacts, etc. $54.00

ACCESSORIES

Alternity Campaign Kit Features a four panel GM Screen and 32 pages of record-keeping aids, including supporting cast forms, character sheets, hero roster, ship diagrams, and ship logs. $22.00

Alternity Dataware This handbook provides expanded rules, game stats and descriptions for using or designing futuristic computers, robots, and other types of artificial intelligence. A comprehensive section on the cyber-reality of Gridspace details hacking, netrunning, & virtual reality. Can be used with Star Drive. $34.00

Alternity Starships For players and GMs, presenting everything about spaceship construction. Also has a list of new equipment for campaigns from the Fusion Age to Energy Age, over 16 deck plans for ships from one-man fighters to corvettes. Also drivespace, jump gates and hyperspace. $35.00

Alternity Tangents Imagine a world, parallel to ours, where the Roman Empire never fell, or where millions live in underwater cities…this sourcebook lets you design hundreds of strange new worlds in parallel dimensions. Also has an adventure in which 3 – 6 heroes must track down a group of terrorists who have escaped into another dimension. $35.00

STAR DRIVE

STAR DRIVE CAMPAIGN SETTING The first campaign setting for *Alternity*. This hard cover book features stunning cover art and 256 full color pages, packed with illustrations, star maps, maps of cities, deck plans, etc. It is the dawn of the 26th Century, a time where humankind, after centuries of warfare, stands on the threshold of greatness or the brink of destruction. One entire colony in the Verge was destroyed in a matter of hours, with no survivors. Who or what was responsible? The event is called The Silence. Includes history, all aspects of 2501AD human society, from medicine, religion, cybertechnology to the Grid and robotics; 13 stellar nations; the Verge, etc. $55.00

Star Drive Campaign Supplements

Alien Compendium: Creatures on the Verge Inside this 128 page full color volume are more than 60 detailed descriptions of aliens that live in and around the planets of the verge. Creatures range from cystaline lifeforms to sea creatures. $40.00

Alternity Arms & Equipment Guide From protective gear to weapons of mass destruction, from merchant equipment to VergeTech to MegaCorps and Personal Security. More than 100 items are detailed, with descriptions, game stats, & illustrations. $31.50

Murder in Drivespace When an alien ambassador is murdered, it's a race against time to find the killer before the ship emerges from Drivespace. Includes details on a new alien species that could become humanity's most trusted ally or deadliest enemy as the adventure unfolds. *Due Sept.* $26.00

Outbound: An Explorer's Guide For scouts and heroes who dare to venture into the unknown reaches of the Verge. Has three detailed star systems to explore, info on the Concord Survey Service, new equipment and careers, exploratory adventures, new alien species. $35.00

Planet of Darkness The planet Lison is cloaked under a veil of darkness, while its inhabitants mine precious metals. A discovery is made of something which could change the balance of power in the Oberon system for ever, amidst endless machinations between stellar nations and megacorps. $25.00

Star Compendium: Systems of the Verge Dozens of star systems from the Star Drive Setting. Includes star systems mentioned in other publications plus new ones. Has system maps, planetary info, native life forms, adventure hooks. Lots of full color. *Due July.* $35.00

The Lighthouse Lighthouse is a starfaring outpost that roams the Verge and provides a starting point for adventure. Included are maps, ready to use supporting cast members, etc. $22.50

The Last Warhulk The first full length adventure for the Star Drive setting. A relic from the last galactic war is discovered. This ancient warship continues to fight, although the conflict ended decades ago, threatening millions of lives. Can you disable the ship or convince the AI to quite the war? $26.00

Threats from Beyond A collection of adventure hooks, news reports, interviews and other data that uncover a massive galactic conspiracy, plus evidence on the emerging alien menace known as the Externals. These creatures have began an invasion that could wipe out humanity. $35.00

STAR DRIVE NOVELS

The Harbinger Trilogy

1. Starrise at Corrivale Great reading – I read all 370+ pages in three days! Gabriel Connor is a Concord marine with great opportunities before him, until he is made the scapegoat of a political disaster. But as he finds himself up against the governments of two planets in the Verge, Voidcorp, and Concord friends-became-enemies, he finds Concord has not finished with him yet. While trying simply to survive, he stumbles across part of the mystery about The Silence, but he doesn't like what he finds…nor will you! $11.00

2. Storm at Eldala Gabriel Connor and his fraal friend Enda continue to carve out a living amongst the worlds of the Verge, accepting a contract to survey a new world. But old enemies hunt them relentlessly, and they stumble across alien artifacts/ruins millions of years old. $11.00

Miscellaneous Star Drive Novels

1. On the Verge War erupts on Arist, a frozen world in the borders of known space. Lieutenant Damion Witzko and the Concord Marines charge in to prevent the conflict from escalating offworld, but soon discover that an even darker threat awaits them. $11.00

2. Starfall A collection of short stories set in the Star Drive setting, written by such leading science fiction authors as Michael A. Stackpole, Diane Duane, Robert Silverberg, etc. $11.00

3. Zero Point Peter Sokolov, a bounty hunter and cybernetic killer for hire, is caught up in a deadly struggle for power and supremacy. *Due June.* $11.00

4. The Silence Between the Stars Killian Stiver leads a team of explorers to the dessicated hulk of Sunhawk, in search of the Imperator, a fabled prize of mysterious origins. *Due August.* $11.00

Armored Trooper: Votoms

Armored Trooper: Votoms The official licensed role playing game of AT VOTOMs, by RTG. A hundred years of deadly mechanised warfare has just come to a tentative peace. But for one man, his personal war has just begun. Hounded by a shadowy Secret Society driven to create the perfect killer, he seeks only to answer the riddle of his past, and the outcome of his ultimate Destiny. He is Chirico Cuvie, elite warrior and the Perfect Soldier the Society seeks. This book has everything you need to create a world of endless mecha combat and intrigue. Mecha, ships, troops, characters, equipment, and the most complete series background. The same style as *Bubblegum Crisis.* $42.50

Ars Magica: 4th Ed

ARS MAGICA 4th Ed The new edition of Ars Magica by Atlas Games. This is the world of Mythic Europe. It is a place where the glories of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13th century, 1220 to be exact. Life is a struggle: wars and plagues stalk the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folktale and myth. What the folk of the land believe holds true: faeries and rural spirits must be placated; demons corrupt everything they touch; divine power is accessible through prayer; and magic is everywhere. You will play a magus, a member of the mystical Order of Hermes. $55.00

A Medieval Tapestry Within these pages lies the wealth of Mythic Europe - its colorful inhabitants. This collection describes more than fifty characters in detail. It includes backgrounds, adventure seeds, relevant historical and saga information, complete statistics, etc. $37.50

Festival of the Damned Two classic adventures fully revised. The Ghoul of St. Lazare begins with the discovery of a mutilated corpse. Festival of the Damned sees the forces of Hell back in St. Lazare. $36.00

Hedge Magic Features 4 non-Hermetic magical traditions of Mythic Europe. The Cunning folk live close to the land. Natural Magicians study the classical works of antiquity, unearthing new secrets. Spirit Masters call magical beings of diverse sorts. Ascetics are able to take their minds and bodies beyond the mundane limits of the world. $26.50

Kabbalah: Mythic Judaism Delves into the Jewish Quarters of Mythic Europe, investigating the full spectrum of Jewish law, history, faith and legend. Reveals the mysteries of Kabbalah, its scope ranging from gematria to the Tree of Life to the creation of golems, and two new classes of hedge wizards: baal shem & necromancers. $37.50

Parma Fabula Contains a 4 panel GM screen and a 32 page booklet, which has a storyguide that can be used in any saga, including artefacts and other noteworthy items; a fully described library; non-player characters, etc. $25.50

Return of the Stormrider Vanquished twenty-three years ago, the tempest rises again. The Storm Steed's hoofprints scorch the earth as the Stormrider lays waste to everything in his path. Includes pregenerated characters plus the adventure. Good for new players too. $25.50

The Dragon & the Bear The sourcebook of the Novgorod Tribunal, covering the eastern lands of Mythic Europe, from Poland to Russia to the steppes where the Mongol horde waits to descend upon the west. $45.00

The Fallen Angel When something terribly evil from beyond the moon falls to earth, the magi find themselves frighteningly powerless. The magic must discover the secret of the demon's essence and from its native substance forge a weapon to destroy it. Then of course, they must find some-one fool enough to wield it... $22.50

The Mythic Seas This book examines the ships that travelled the ocean waters, offering rules for their creation and maintenance. It delves into the myths and legends of the deep, plus rules for trade. Has a host of sea-beasts, mundane and magical. New spells, new books, new character archetypes. $31.50

The Wizard's Grimoire This fully revised edition features new templates for player character magi, essays that examine topics of concern to the wizardly class, rules for improving laboratories in a myriad of ways, sample magic items, 100 new spells, etc. $46.00

Babylon Project

THE BABYLON PROJECT RPG The year is 2259. The atmosphere aboard Babylon 5, a massive space station set in neutral territory between human space and that of several fractious alien races, is tense. The Earth-Minbari war is over, but trouble is brewing between the Narn and the Centauri. And rumours are circulating - rumours of political chaos back on Earth, of colonies in rebellion, and of the Shadows - a force so dark and powerful that it destroys entire fleets without any survivors. This officially approved RPG of the popular TV series *Babylon 5* is a full color, glossy publication. Full of color paintings inspired from the series, as well as sector maps, photos from the series, and rich background information - without giving away any of the secrets. By Chameleon Eclectic. $48.00

Babylon Project Gamemaster Resource Kit Includes a stunning 3 panel GM screen, master copy of the character record sheet and character worksheet, two full color pages of common logos, battle patches, and a full color booklet with optional game rules, stats on the Explorer starship, & race information. $24.00

Earthforce Sourcebook It's finally been released! Outlines the structure of Earthgov's military arm, delves into military life, details Earthforce facilities and ships, and features a complete miniatures game of ship to ship combat, with ship record sheets provided for most Earthforce ships, and some Narn, Centauri, and Minbari ships, and with color cut-out counters for all ships. $38.00

Earth Colonies Sourcebook A companion to the Earthforce Sourcebook, which covers humanities military presence in space, this is a complete guide to civilian life in the Earth Alliance sphere, and covers the Mars colony, etc. *Due July.* $38.00

Baron Munchausen

BARON MUNCHAUSEN The Extraordinary Adventures of A highly irregular and amusing, complete roleplaying game in just 24 pages! By Hogshead Publishing. The whole book is written by the Baron himself, who digresses into one of his stories every other paragraph. To quote the Baron, "My game is a simple one, based upon a ritual I observed in the tribes of the remote Amazon, which they practise while preparing food. I was able to study the ritual in some depth since I had undergone the misfortune of being captured and was indeed the food…ah, but I am meandering again. The game is simple. The players sit around a table, preferably with a bottle of an interesting liqueur or a decent wine to moisten their throats, and each takes a turn to tell a story of an astonishing exploit or adventure. The telling of the tale is prompted by one of the others (the game has 200 ready-made story ideas) and the rest of the company may interrupt with questions and observations, as they see fit, to which the tale-teller rebuts or avoids. The winner buys the others a drink, and then the game starts over again. $12.00

Big Eyes, Small Mouth

BIG EYES, SMALL MOUTH RPG Roleplaying in the anime world. This multi-genre RPG has been inspired by the dynamic characters and stories found in Japanese animation. Comedy or horror, fantasy or science fiction. The game emphasizes roleplaying rather than numbers and charts. Additionally, character creation can take less than ten minutes, and offers characters magic, mechs, pistols, heightened abilities, unique artifacts, etc. With amazing art, easy to follow flow charts, concise tables. $25.00

Blue Planet

BLUE PLANET RPG Set in the year 2199, on a water planet called Poseidon, this game is a beautiful, and credible, extrapolation of the future results of humankind's destruction of the Earth's ecological resources. Searching the universe in the year 2078AD, a probe finds a traversable wormhole that leads to the discovery and colonization of Poseidon. During the next century the colony thrives in isolation, as civilization on Earth collapses. Now the desperate and greedy people of Earth have reestablished contact with the colony, and return to exploit the valuable life-prolonging xenosilicate "Long Jong." Meanwhile, in the depths of Poseidon's oceans, the natives of the world pursue their own mysterious goals. 346pp. $45.00

Blue Planet: Archipelago The largest and most heavily settled group of islands on the world of Poseidon. This is a frontier survival guide, with detailed maps, rich descriptions, key groups and conflicts, latest rumors, clues, plot lines, thirteen famous and infamous personalities, etc. $30.00

Blue Planet: Cutting Edge The high-tech frontier of Poseidon. Covers computers, cybernetics, genetic engineering, vehicles, weapons, and alien nanotechnology. *Due June.* $30.00

Bubblegum Crisis

BUBBLEGUM CRISIS RPG Based on the hit anime video series, the Bubblegum Crisis RPG is packed with art and information never before published in English - it's everything you need to play in the world of 2033 AD. The AD Police were established as a special branch to deal with riots and terrorism. They now use military weapons, armored vehicles, and powered armor to protect MegaTokyo from the Boomers. MegaTokyo's help comes from The Knight Sabres, a mysterious team of vigilantes equipped with hardsuits and robotic motorcycles. $40.00

Bubblegum Crisis: Before & After Details the events, characters and equipment from the two spin-off series from BGC: AD Police which takes place before Bubblegum Crisis, where before the Knight Sabers, only the AD Police stood between man and machine; and Bubblegum Crash, set after BGC, where admidst a sea of robots and androids, the ultimate evil is backh. $28.95

Bubblegum Crisis EX Has a heap of stuff *not* in the anime series, including 3 new battlemovers, 5 new motorcycles, 7 new power suits, 7 new motoslaves, hardsuits and mods, new weapons, 24 new boomers, etc. $25.50

Call of Cthulhu

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! **By Chaosium.**

Call of Cthulhu 5th Edition The Great Old Ones ruled the earth aeons before the rise of man. Remains of their cyclopean cities can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frozen wastes of the polar extremes. Originally they came to this world from the stars. Now they sleep – some deep within the earth, and others beneath the sea. A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary. $57.00

1990s Handbook A revision of *Cthulhu Now*, and also bringing Call of Cthulhu to the mid 1990s. New equipment detailed includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. Role of the government, police, crime, etc. $22.00

Arkham Sanitarium Contains a large number of useful forms for use in the RPG. Death certificates, insanity certificates, patient records, and even fingerprint forms, & a 25 page Sanitarium prescription pad. $28.50

A Guide to the Cthulhu Cult Sifts through the ashes of history and discoves much of interest to the Cthulhu scholar. Shocking in its revelations, this book has been waited for by Cthulhu scholars & dreaded by cultists. $18.50

A Resection of Time A 64 page scenario book. At first, the death of successful archaeologist Kyle Woodson seemed an accident, an automobile crash turned fatal. When certain medical irregularities become apparent, the investigators end up travelling across the 1990s America until they reach ancient Mayan ruins. $20.00

At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. $30.00

Blood Brothers 13 casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. $32.50

Blood Brothers II 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, & is specially constructed to be completed in one or two evenings. $32.50

Coming Full Circle The little town of North Ashfield is not the kind of town where evil dwells. Yet it not only dwells, but it thrives. The ghosts of the past and the horrors of the present feed on the town. $31.95

The Complete Dreamlands Fourth Edition, expanded and revised. Provides all you need to know to enter the land of dreams: a travelogue of the Dreamlands, a huge gazetteer, statistics for over 30 prominent NPCs, a bestiary of over 60 monsters, a map, two adventures, 100 pages of background information. $37.50

The Creature Companion This collection of over 100 creatures is a must for any Keeper. It contains all the game statistics for each monster, as well as a travelogue of additional detail from the famed Mythos explorer Sir Hansen Poplan. Contains most of the material from Ye Booke of Monstres I & II. $40.00

Day of the Beast Originally published as *The Fungi From Yuggoth*, this revised, new edition also has 50 pages of new material including three totally new adventures. Set in 1927, the investigators must travel to four continents and the planet Celaeno. $33.95

Dead Reckonings An anthology of scenarios set in mysterious New England. Set in Arkham, Dunwich, and the small village of Martin's Beach, these adventures span the spectrum of terror. Herein the dead walk, shadowy cults clash with monstrous forces, and an abomination awaits rebirth into something worse. $25.50

Delta Green By Pagan Publishing, 298 pages. The largest Cthulhu sourcebook ever. Inside you'll find a secret history of the 20th century, and the movers and shakers who are players in the game: Delta Green, the outlaw conspiracy working inside the US government to fight the darkness, Majestic-12, etc. Plus new skills, new spells, new weapons, two scenarios, etc. $47.50

Encyclopedia Cthulhiana 2nd Ed This 2nd Ed reference guide has been expanded and revised. New features include new entries, thumbnail illustrations of the most important signs & symbols, a timeline of the Cthulhu Mythos, etc. $27.00

Horror's Heart This dangerous investigation is set in Canada, in the 1920s. The investigators meet the powerful Lavoie family of Montreal and learn what imperils them, and glimpse a strange cult that thrives in Quebec. $22.00

Before the Fall Innsmouth Adventures Prior to the Great Raid of 1928 Four dangerous adventures set in Innsmouth, prior to the government raid of 1928. Hidden in the fallen buildings, under the silted harbor, and behind the faces of the sullen inhabitants lie secrets, malign and evil. $22.00

Keepers Compendium 80 pages, blasphemous knowledge and forbidden secrets of the Cthulhu mythos. An excellent book of background including. forbidden books, secret cults, alien races, mysterious places. $21.00

King of Chicago Guide to Chicago in the 1920s, featuring background material & scenarios. Lose your sanity in Al Capone's home town ! 128 pages. Marseilles in France is also visited. $18.50

Last Rites Four new challenging horror adventures for today. A book of wretched poetry, an incautious summoning, a Satanic coven, and a house where bad things happen. Dangerous adventures! *Due June.* $27.50

Minions Fifteen short scenarios and brief encounters designed for one or more intrepid investigators. What business has the mysterious prowler following an investigator home? What does Farmer Billman have buried squirming beneath the woodland floor? $20.00

Mortal Coils A new anthology of eight scenarios from Pagan Publishing. Inside is a diverse group of noisome terrors ranging from surreal horror to violent action., including a murdered professor, a pair of missing brothers, a man gone made in Kentucky, a strange kidnapping, etc. $39.00

No Man's Land The setting is WW1, the Arden Forest. You are members of the famous Lost Battalion, confronted by German soldiers & something evil and inhuman that lurks beneath the forest floor... $27.00

Nocturnum: Long Shades By Fantasy Flight. The Nocturnum campaign introduces a new alien evil to your *Call of Cthulhu* game. This first book contains a wealth of background material on this malignant new force, as well as three complete adventures. This is a post-modern setting. $34.00

Nocturnum: Hollow Winds By Fantasy Flight. Part 2. Contains an indepth examination of this inhuman threat and its apocalyptic plans. $34.00

Nocturnum: Deep Secrets By Fantasy Flight. Part 3. The players find themselves at the brink of insanity that lingers at the end of the world. At the eve of destruction they make their way to their final destination, only to find that everything they know is wrong. $37.00

Secrets Secrets that have been allowed to fester and darken in the shadows. This Fright Night scenario pack is suitable for beginning GMs and investigators, and the adventures also by experience investigators. Handouts and maps. $15.00

Strange Eons Three adventures set in unusual times and places: in Renaissance Spain during the logical, dread, and austere Spanish Inquisition; in a twenty-first century lunar outpost; and in Elizabethan England, among certain talented playwrights. Six pregenerated characters are provided in each scenario. $25.50

Taint of Madness Sourcebook discussing the recognisable forms of insanity, the historical treatment of the insane, how the mad or the incompetent are handled, and what the legal complications of being classified insane may portend. $32.50

The 1920s Investigator's Companion Split into four sections. The Roaring Twenties which details life in that period; On Becoming an Investigator which offers 140 different occupations and uses of skills; The Tools of the Trade including various forms of transportation, investigators' equipment and guns; Words of Wisdom - advice to the investigator on how to survive. $32.50

The Bermuda Triangle 1990s sourcebook. What secrets lie within the Devil's Triangle? Why was the Mary Celeste abandoned after it passed throught Triangle's waters? What caused the disappearance of an entire flight of Avengers in 1945? This is a guidebook to the entire Caribbean region, and has heaps of hard facts & Cthulhu ideas about the Bermuda Triangle. $30.00

The Book of Dzyan Non-fiction. This is a discussion of Blavatsky's mysterious Book of Dzyan, the heart of the secret books of Kie-Te, once known only to Tibetan mystics. *Due July.* $24.00

The Compact Arkham Unveiled A panoply of Arkham, circa 1928. It's business, scholars, skills, tomes of power, costs, relationships, criminals, cultists, and ordinary honest people are lovingly detailed and located, with frequent references to Lovecraft's writings. This is a revised 2nd edition of Arkham unveiled. $32.50

The Compact Trail of Tsathuggua When ancient writings are discovered on a floating iceberg, an expedition is formed at Miskatonic University to investigate. The second scenario focuses on the living horror growing behind the sasquatch legend. $15.00

The Dreaming Stone Set in the Dreamlands. There, the investigators will travel through many realms of wonders. The Temple of Loveliness at Kiran, the Jungle of Kled, the Great Library of the Dreamlands, the desolate Forbidden Lands, and the Far Side of the Moon. Will the investigators be able to halt Nyarlathotep's plan before it is too late? $20.00

The London Guidebook Explores London during the 1920s. Discover secrets and arcane facets of this fog-shrouded city of mystery. Explore the strange tunnels beneath the city. With scenario, maps. $25.50

The New Orleans Guidebook New Orleans in the 1920's is a city of many faces. The gaiety of Mardi Gras is juxtaposed with rampant corruption. The genteel decline of the French Quarter, the location of the city's original settlement, stands in contrast to the rich opulence of the Garden District. $29.00

The Realm of Shadows A 1940s campaign by Pagan Publishing. Has source material on ghouls, the Cult of the Charnel god, and the notorious Cultes des Goules, as well as four adventures that take investigators through Massachusetts, the Dreamlands, and the rain forests of French Guiana. 200 pages. $35.50

Utatti Asfet A modern globe-trotting campaign. Investigators travel from Tonga to Louisiana to the Sudan, and then back to Tonga for the climatic meeting with the "Eye of Wicked Sight". set in the 1990s. $35.50

Ye Book of Monstres II Dozens of new races and individual creatures for use with the Call of Cthulhu RPG. Includes outer gods, eldar gods, Great Old Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities. $20.00

CTHULHU MYTHOS ANTHOLOGIES

1. **The Hastur Cycle** A definitive collection of stories about He Who Is Not To Be Named. These are classic stories by Lovecraft & his circle. $17.50
2. **Mysteries of the Worm** 2nd in the series of classic Cthulhu mythos fiction edited by Robert M. Price. $18.50
3. **Cthulhu's Heirs** New collection of tales, modern authors follow in the squidgy footsteps of Lovecraft & pals. $18.50
4. **Shub-Niggurath Cycle** A collection of tales about Shub-Niggurath, the Black Goat of the Wood, an evil deity. $18.50
5. **The Book of Iod** Thirteen short stories by Henry Kuttner, friend of Lovecraft and Bloch. $18.50
6. **The Azathoth Cycle** Sixteen horror tales concerning the ultimate chaos, a god that created the universe by mistake, or as a joke. $18.50
7. **Made in Goatswood** 17 stories written by authors who admire the works of Ramsey Campbell, including one story by Campbell himself. All stories are set in that fearful part of Severn Valley. $18.50
8. **The Dunwich Cycle** 9 stories set where horror begins - in the Dunwiches of the world the old ways linger. Places that shelter horrifying truths. $18.50
9. **The Disciples of Cthulhu** The disciples of Cthulhu are a varied lot. They are obsessive, loners, dangerous, seeking to convert or use others. $18.50
10. **The Cthulhu Cycle** The latest collection of tales from the Cthulhu Mythos, this one starring the great tentacled monstrosity himself. $18.50
11. **The Necronomicon** Includes short stories and scholarly essays concerning that most unholy and blasphemous of Mythos tomes, the Necronomicon. $21.00
12. **Xothic Legend Cycle** The complete Mythos fiction of Lin Carter. $18.50
13. **Nyarlathotep** The Mighty Messenger of the Outer Gods, Nyarlathotep has also been known to deliver tidings from the Great Old Ones. All of these stories revolve around this god of a Thousand Forms. $18.50
14. **Singers of Strange Songs** Eleven new tales of horror, as well as three reprints of excellent but little known work by Mr Lumley. $22.00
15. **Scroll of Thoth** Twelve tales of the Cthulhu mythos by Richard L Tierney, all focusing upon Simon Magus and the Great Old Ones. $22.00
16. **The Complete Pegana** Newly set versions of Dunsany's first two books, Gods of Pegana and Time and the Gods. $22.00
17. **The Innsmouth Cycle** The Taint of the Deep Ones in 13 tales, including the spectre of nuclear weapons, a Freedom of Information Act searching the government coverup of Innsmouth. $24.00
18. **Tales of Innsmouth** A shadow hangs over Innsmouth, home of the mysterious deep ones and the secretive Esoteric Order of the Dagon. An air of mystery and fear looms...waiting. *April..* $22.00
19. **The Book of Eibon** A tome so ancient that it was originally written in the Hyperborean language, long before Atlantis. *May.* $22.00
20. **Nightmare's Disciple** This first full-length Cthulhu novel contains a wealth of terror. About an insame cultist bent on freeing a monstrous goddess from imprisonment. Opposing him is a dectective. Set in the modern world, mature readers only. *June.* $25.50
21. **The Ithaqua Cycle** Includes 13 tales related to Ithaqua, the Wind-Walker. *July.* $22.00
22. **Alien Intelligence: Delta Green** By Pagan Publishing. Eight tales of cosmic horror and personal apocalypse, as the agents of Delta Green, now working without any government support, continue to fight against the rising tides of darkness. $20.00

Champions

Champions has been sold to Hero Games by R.Talsorian Games.

CHAMPIONS: The New Millennium SUPER HEROES The world of flying super heroes and super villains. By R.Talsorian Games & Hero Games. With 200 pages, 16 in color, this all new edition of Champions features the new combined Hero/RTG system, FUZION. The old Champions are all dead, but their enemies now prey on the world. Dr Destroyer, Black Paladin, Mechanon, Eurostar, to name a few, are bigger and badder than ever. Only you can stop them. You have newfound unearthly powers, but are you tough enough for the job? Features a powerful story driven setting, you can create the superhero *you* want to create; and you can design super powered weapons, martial arts and vehicles. With complete character write ups for the new Champions and their enemies, history, organisations, Bay City. $42.50

Champions: Alliances You can't do it alone. You can do things that most people only dream about, but being a hero is a hard job - you need alliances. But not just heroes need allies, the bad guys need allies too. Now get the inside data on the Guard, the Arcadian Academy, the Scions of Caine, Odyssey Research Institute, over two dozen new high powered characters, two new settings, etc. $23.50

Champions: Bay City Information on Bay City, where some of the greatest heroes and harshest villains on Earth call it home - it's the paranormal capital of the world. Details regions, neighborhoods, 30 hot spots, 20 new heroes and villains, new powers, etc. $34.00

Champions Worldwide Key cities like London, Paris, Rome, Cairo, Hong Kong and more are detailed as a tightly woven series of stories takes the heroes on a worldwide quest. New villains, new cities. *Due July.* $34.00

New Bedlam Asylum Dark Champions series. Takes you on a descent into madness, as you journey through the inferno of the psyche. A complete sourcebook of a very twisted setting for any modern or near-modern game, including Champions and Dark Champions. *Due June.* $47.50

The Ultimate Martial Artist 2nd Ed All the real-world martial arts plus many fictional styles, over 100 in all. Lets you create your own martial art styles, also martial arts weapons. *Due May* $47.50

Changeling

CHANGELING: THE DREAMING 2nd Ed RPG The last game in White Wolf's World of Darkness setting, which includes Vampire, Werewolf, and Wraith. Enter into the realm of modern fantasy! Here faerie knights battle for control of ancient fiefdoms under the very noses of the mortal world. This game is filed with fantastic beings of myth and legend, from the towering honorable trolls to the sly and elusive sluagh to the mischievous pooka. These children of the Dreaming find themselves trapped on Earth, the ancient pathway to their home closed seemingly for ever. In order to survive they mask themselves in human guises and even live normal lives. This new edition does not use cantrip cards! 294 color pages. $54.00

Changeling Dice Ten D10 dice with bag. $14.00

Changeling Player's Guide Here you learn new secrets behind the origins of the nine kith. Discover the 13th kith of the Nunnehi Nations. Delve into the secrets of new Arts, and explore new Legacies and backgrounds. $37.50

Changeling Storytellers Guide Clarifications of existing rules, guidelines for maximizing use of chimera in your game, a complete FAQ list, & expanded rules for diceless roleplaying. $33.00

Changeling Storytellers Screen 2nd Ed Screen containing all the most useful charts; an introductory story, crossover rules. $25.50

Dreams and Nightmares Enter the world of myth and dreams. Many changelings venture into the Dreaming in search of their nearly forgotten paradise, Arcadia. Others come here in search of treasures and Dream stuff, others for adventure. $27.00

Freeholds & Hidden Glens Freeholds, concealed from the eyes of mortals, are places of splendor that dot cities and countrysides across the Earth. Any site where changelings gather may become a freehold, and some ancient glens containing natural wellsprings of Glamor still exist today. Explores seven freeholds. $25.50

Immortal Eyes: The Toybox San Fransisco, site of the resurgence of the fae on Earth. This city is perhaps the most important to the fae, for the Glamour is more powerful here than in any place on Earth. No other city contains more freeholds & magical sites than this one. $25.50

Immortal Eyes: Shadows on the Hill Welcome to Hawaii, one of the world's natural splendors. From its glittering waterfalls to its fiery volcanoes and black sand beaches. Hawaii is considered to be one of the most beautiful places in the world and a haven for Kithain seeking to flee the ravages of Banality. $10.00

Immortal Eyes: Court of All Kings The Emerald Isle. Ireland - the heart of Celtic myth & legend. Here is a land divided by petty kings, a land of ancient mysteries & of powerful magic. And most sought of all is Sivler's Gate, the last gate to Arcadia - hidden along the island's rocky shores. $25.50

Inanime: The Secret Way The few remaining vessels of the Dreaming endure in the hidden corners and secret enclaves of the world, remembering as best they can the lost days. They are the Inanime, the last children of the Great Slow Empires that now sprawl across the Earth in mute, immobile ruins. Sourcebook. $32.00

Isle of the Mighty Journey to a land of ancient magics and hidden wonders - the isle of Great Britain. This *Changeling/Mage* crossover explores the hidden realms and secret societies of both mages and Kithain. $37.50

Kithbook: Nockers Although nocker creations are highly prized among the kingdoms of the Kithain, most changelings bear little love for these dour and foul-mouthed tinkers. So brusque is nocker personality that few take time to get to know them. $20.00

Kithbook: Satyrs Wild passion is at the heart of all satyrs. Yet they are held in high regard for their wisdom. With a complete history from their origins in ancient Greece to the modern day, new merits, flaws, and treasures only available to satyrs. $25.50

Kithbook: Sluagh Known as whisperers in the darkness, these Kithain are a mystery. Explore the secrets of these most elusive fae..but beware, there are some secrets best not learned. $20.00

Kithbook: Trolls Truth, honor, justice. It is for these things that trolls stand. Silent and strong, the trolls are often looked upon the protectors of fae kind. But once the trolls ruled the kingdoms of the fae, and maybe will again one day... for now the trolls continue their silent vigil - watching, waiting. $20.00

Kingdom of Willows The tranquil South holds the promise of endless summer for the Kithain of Concordia. But promises fade, dissolved by unspoken rivalries and dark despotic dreams. Beneath the gilded mask of Sourthern Hopitality, a madman's ambition gnaws at the heart of the land. Amid a flurry of hopes and dreams, High King David and his new queen, Faerilyth, begin a grand tour of Concordia in King Meilge's realm. Then disaster strikes. $30.00

Land of Eight Million Dreams Details an entirely new setting – China, a land where divided by both form and court, the hsien (changelings) struggle to survive in a world of mortals who have turned their backs on the spirit, and a world where other supernatural beings would destroy them. $32.00

Noblesse Oblige: The Book of Houses Since the Mythic Age, the noble houses have been hailed as the leaders of the fae. Though most know only a little of these houses, few truly understand them. Finally, here is a discourse on the five most powerful houses. $30.00

Pour L'Armor et Liberte: The Book of Houses II Complete guide to the Unseelie Houses: Ailil, Balor and Leanhaun. New treasures, merits and flaws and even a new art. Insights into the plans of the Unseelie Court, and how it plans to deal with the missing High King. *Due May.* $40.00

The Autumn People The world is a deadly place for the fae. Autumn People are everywhere - they bring dullness and tedium to the world. They destroy both chimera and changeling alike. The Dauntain are dark and twisted, & hunt and destroy the fae. $20.00

The Enchanted Sometimes the mortal children of Kithain are chosen by the Dreaming to be part of the world of Enchantment. Though not truly changelings, these people can interact with the fae and are often swept up in their adventures. $25.50

The Shining Host Live roleplay Changeling rules. Welcome to the world of the Dreaming, where the dreams are real. This book has everything you need to bring the magic and mystery of *Changeling* into a live action setting. From chimera to cantrips, satyr debauchers to sidhe nobles. And they're waiting for you. $27.00

The Year of the Reckoning Series

Fool's Luck The Way of the Commoner. Some commoners, especially those connected to the Shadow Court, resent noble rule. Now that the High King is missing, nothing stands in the way of revoluation. With a complete history of the commoner Kithain, new merits, flaws and treasures, two new kith, etc.$27.00

CHANGELING NOVELS

1. The Splendor Falls
Baby switching, mischievous tricks, magical abilities. You've heard the stories and legends, but what is the truth about faeries and changelings? $10.00

Immortal Eyes Trilogy

2. Shadows on the Hill The six changelings are trying to find a way back to the land of the dreaming, but so is the Forsworn prince, but for his own dark purposes. Can they stop him? $10.00

3. Court of All Kings One of the Changelings' own has betrayed them. Now he sails for Ireland, ancient home of the sidhe, accompanied by the forsworn Prince, who has three of the faerie treasures known as Immortal Eyes. The remaining oathmates must follow in search of the 4th and final Eyestone. $10.00

Chivalry & Sorcery

MEDIEVAL FANTASY One of the all-time classic medieval role playing games, now in its 3rd Edition. **By Highlander Designs.**

CHIVALRY & SORCERY This new 3rd Edition has a character creation system for both point based and randomly generated characters, or a mixture of the two, in about half-an-hour. Optional rules allow for special abilities, flaws, determining your character's Astrological sign and much more. There are 16 character vocations, a new Skillscape system which allows any character to develop any skill; there are over 250 skills; a new Crit Die system, which allows for quick and realistic results. You need three 10-sided dice. There are seven mage vocations, heaps of spells, rules for creating magical devices, over 175 magical materials, and rules governing the creation of a Mage's focus. The game is set in late thirteenth century Europe, but includes a huge magical/fantasy element. 200 pages. $37.00

Anderia Further explore the world introduced in The Dragon Reaches of Marakush. Enter the region of Anderia, partake of the lush and verdant geography, marvel at the inhabitants & their politics. $30.00

Chivalry & Sorcery GM's Handbook All the info the GM needs, including awarding experience, designing your own adventures, creating monsters and creatures, how to run a feudal setting, and a complete fantasy setting, including map. $33.00

Chivalry & Sorcery GM's Shield Your typical GM screen as well as a 16 page booklet with a scenario guide and seven new magical devices of power. $18.50

Creatures Beastiary Hundreds of creatures, animals and monsters, demons, dragons, giants, faeries, trolls, undead, etc. Pictures for each, and heaps of variants on most creatures; new rules for monsters and flying creatures. $44.00

Magical Devices A little booklet of eleven Devices of Power that GMs can place in their campaign world, plus expanded rules for creating devices. $2.00

Stormwatch Your party has been charged with creating a buffer zone between the nation of Elb and the advancing Orc horde. For 4 - 8 characters of 1st to 3rd level. With eight character cards. $15.00

The Black Dragon Reaches of Marakush Sourcebook that presents a complete fantasy world, including an overall history, wide range of different settings, races, religion, magic, languages, currency, gazetteer, timeline. social background tables, new creatures and technology levels. $27.00

Conspiracy X

CONSPIRACY X RPG Based heavily on the X-Files. By New Millennium Entertainment. You work for a secret US government organisation, Aegis, who has been aware of extraterrestrial presence on Earth for over forty years. You monitor alien activity and attempt to counter alien endeavours that you feel threaten humanity. But you go head-to-head with another secret US government organisation, "Black Book". This organisation co-operates with the aliens, assisting in alien abductions of humans and hideous genetic experiments, in building and maintaining alien bases on earth, and in trading technology. But this other organisation has more money, better equipment such as alien technology and psychers, etc, so right from the start your work is cut out for you. 224 profusely illustrated pages. $51.00

Abduction Card Game You've been abducted by aliens. Be the first to escape, and the others had better not get in the way.With 72 cards and easy-to-learn rules, for 2 – 4 players, 20 minutes per game, and an ever-changing ship layout makes each game unique from the last. Looks cute. $16.00

Aegis Handbook You are mankind's only hope. What they don't know will hurt them and keeping the truth secret is the only way to protect them. With expanded Aegis recruitment, new backgrounds, more character traits and the newest equipment. Details how to conduct investigations & cover-ups. 160 pages. $42.50

Atlantis Rising The most human of all aliens, the Atlaneans may be humanity's greatest enemy or our only hope. Immortal, invulnerable, possessed of astounding technology, they sit astride the pinnacle that mankind hopes one day to achieve. With history, culture, nanotechnology, NPCs, adventure. $32.00

Bodyguard of Lies 1: Psi Wars Using nightmares as weapons, the enemy threatens to drive the most powerful among us insane. Includes an adventure pitting your agents against this terrifying psychological menace, new weapon and vehicle stats, hazardous materials, etc. $28.50

Bodyguard of Lies 2: Mokole Strange creatures haunt the depths of the swamp, looking half human, half alligator. Legends tell of the Guardian Mokole, who protects the swamp against despoilers. Is it an alien or a supernatural terror? Includes adventure, story, rules, etc. $28.50

Conspiracy X Game Master's Screen GMs Screen filled with easy reference charts and tables. Also has a 48 page booklet detailing a pregenerated AEGIS team with complete bios, stats, & cell info. Also a mission. $27.00

Cryptozoology Cryptozoology is the study of unknown terrestrial lifeforms. We know them as Big Foot, Sasquatch, Loch Ness Monster, Yeti, etc. All these and more are revealed in this book. This 128 page book also introduces two new organizations, the Royal Cryptozoology Society & Titandae. $32.00

Exodus: Saurian Sourcebook 65 million years ago they fought a war on the Earth so devastating that it nearly destroyed the world and everything on it. Those who survived fled to the stars, looking for a new home. Now they are back amongst us, hiding their reptillian forms under false human flesh, and many more are on the way here. The true battle will soon begin. Has their technology, history, culture, spacecraft, eight nations, etc. **$33.00**

Forsaken Rites The supernatural sourcebook. Has new descriptions of incarnate, ghosts, demons, and other supernatural beings. An extensive grimoire of rituals, a history of magic. New rules for using rituals, exploring supernatural sites, and battling corruption. And a full adventure. **$28.50**

Nemesis: The Grey Sourcebook Thousands have reported seeing flying saucers and little gray aliens. Hundreds have described horrifying abductions and experiments. Aegis operatives have been watching Grey activity on Earth for decades, and they are no closer to the truth - until now. This book explains all. **$30.00**

Shadows of the Mind Using psychics as pawns in its struggle for world domination, Aegis has created several successful programs to develop and utilize psychic powers, all of which was hidden behind masks of secrecy. Details the governments horrific experiments, the Soviet connection, mind control technologies, etc. **$32.00**

Corps

CORPS RPG By BTRC. A complete generic RPG that lets you do what *you* want to do. Simple rules you can remember. Dice you don't have to use. From swords to psionics, magic to machine guns, past, present, future. **$37.00**

Cyberpunk

SCI-FI A hyper-tech near-future of corporate wars, bio-engineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. **By R.Talsorian Games.**

CYBERPUNK 2nd Edition R.Talsorian Games have finally reprinted the 2nd Ed Cyberpunk roleplaying game, which has been out of print for months. (It could be another year before we see a 3rd Edition.) **$42.00**

Blackhand's Street Weapons 2020 A complete compilation of statistics and information on every knife, pistol, SMG, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capabilities, availability and illustrations so you'll know whether that Boosterganger is pointing a peashooter or a hand cannon at you. **$13.50**

Compendium of Modern Firearms 224 page comprehensive sourcebook covering everything from pistols & sniper rifles, to grenade launchers & night vision goggles. Illustrated with photos. **$39.95**

Corp. Book III Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. **$16.95**

Cybergeneration 2nd Ed It is 2027. The Cyberpunk movement is dead, crushed beneath the jack boots of the Incorporated States of America, a tyrannical techno-government that rules through media, money and unstoppable cybernetic might. But a new force has taken to the street to carry on the battle their parents lost. Raised on danger and deception, forged in the fires of a mysterious nanotech plague that has ravaged the 21st century, the handful of angry juvegangers now wield incredible powers that defy both science and cybertech. They are the Cybergeneration. **$37.50**

Deep Space 2nd Ed Near Orbit, updated to 2020, with report Mars exploration, maps of the O'Neil orbital colonies, moon colonies, more ships, & some Orbital politics. **$20.00**

Edgerunners Inc Wanted: Talented individuals possessing high-tech weaponry and grey to black cyberware for extraction, body-guarding, asset acquisition, smuggling, investigation, demolitions, code-cracking, repossession, damaging corporate property, and engagement in other profitable but only remotely legal operations. **$20.00**

Firestorm: Stormfront The first of two books presenting the events and participants in the Fourth Corporate War. This one focuses on the early stages of the War between OTEC & the Eurocorp CINO. Soon Arasaka and Militech are drawn into the conflict. With water technologies and warfare and the growing sniping war between the corps. This book is the connection between the current edition of Cyberpunk, an the new 3rd Ed coming out next year. **$30.00**

Firestorm: Shockwaves The second of two books presenting the events and participants in the Fourth Corporate War. Now, as brutal battles continue between Arasaka and Militech, cities around the globe turn to rubble. No more covert operations, edgerunners and troops are holding gun battles down the main streets of cities around the globe. Tons of new information. **$29.00**

Home of the Brave Major sourcebook of the USA in 2020. Includes all 50 States, history of America's fall, the New America with work, education, religion, family, entertainment, etc; the Government, the Armed Forces organisation, history & equipment, creating military characters, & the state of the Union. **$23.50**

Land of the Free The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientists daughter from New York to Night City - and so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2'x3' map of the USA with all major cities, cardstock vehicle plans, business cards, clues. **$30.00**

Live and Direct In the 21st century, no one and nothing has more effect on the people than the media, its creators, and its reporters. Military strength and economic might are hallmarks of nation-state and mega-corp alike, but it is influence - the ability to shape perceptions, opinions, and even emotions of billions of people worldwide - that ensures the power of the media. **$20.00**

Neo Tribes In 2020s America, the Urban Sprawls that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, , jackrabbits, and the Neo-tribes, nomads who have given up life under fluorescent light & eating pre-pack, in exchange for starlight, freedom & a life of riding the range, living their own way. **$20.00**

Pacific Rim Sourcebook The Pacific Rim. The name conjures up images of high-tech glitterlands. Here every dream can come true, realised by the tech-wizards of the Orient. But under the Westernised exterior lie traditions thousands of years old, and beneath the clean streets lurks a shadow world more sinister than any American sprawl. Covers from Hawaii to China, Japan to New Zealand and Australia. The Rim has it all, smuggling, piracy, and revolutions. **$23.50**

Rache Bartmoss' Brainware Blowout Like Blackhand's Weapons, this book gathers and presents all the software, cybermodems, and computers from all Cyberpunk books. Also stats from all the new stuff in the Netrunner Trading Card game. Tons of illustrations. **$23.50**

Rough Guide to the UK Great Britain, the birthplace of Punk music, punk fashion, and Punk attitude. There's a Queen on the throne now but martial law still rules a quarter of the country. The book also covers media, society, a general overview of each administrative region, such as Scotland, Sussex, Wales, etc. **$20.00**

Solo of Fortune II 96 pages including America's top ten solos, the latest in walking vehicles and heavy armaments, full-borg Adam Smasher speaks his mind, civilian and military trends over the next ten years, lots of interviews, info behind the iron curtain, South America, etc. **$23.50**

Tales from the Forlorn Hope Contains 8 adventures that begin in a bar where SouthAm vets hang out, includes a corporate extraction with a twist & a monster hunt in the wilds of Eastern Europe. **$16.95**

Wildside Sourcebook on the man in the middle - the fixer. Lets you dive into the hi-rise world of financial factors, backstage manipulations of agents & managers, the info bros, specialising types of fixers, eg, lowlife Leeches, Go-Betweens, create your own "organisations', etc. **$20.00**

When Gravity Fails Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, & a sexy adventure. From the novels of George Alex Effinger **$20.00**

Dark Conspiracy

DARK CONSPIRACY 2nd Ed Referee's Guide Shapes that rip and tear. Shadows that live in corners. Windows in space and time that elad to realms of madness and decay. A dark, lurking horror that feeds off the echoing anguish of a billion souls. When an ancient, brooding evil is released from its dimensional prison, humanity's worst nighmares come to life. Set in the near future – can you turn back the forces of darkness? Contains material from the previous version of the main RPG, Dark Races and Proto-Dimensions, a large section on new dimensions to explore, and adventures. **$35.00**

Dark Conspiracy 2nd Ed Player's Handbook A new dark age has come, and the world desperately needs new heroes. This player's handbook contains all the rules to create and run characters in the world of Dark Conspiracy, including material from the previously released game, Dark Tech and Empathic Sourcebook. Has revised character sheets, an expanded equipment list, and empathic abilities section. **$35.00**

Dark Conspiracy 2nd Referee's Screen Typical GM screen plus a 48 page adventures taken from Ice Daemon and Nightsider. *Due April* **$38.00**

Dark Rumors Vol 1 Two adventures. Characters must make a mystic trip to Moscow for the knowledge needed to save New Boswash. Then characters must search for a 1,000 year old wizard and his talisman. *Due May.* **$38.00**

Dark Rumors Vol 2 Two adventures. In New Orleans, people are disappearing, and something in the swamps north of the city is responsible. In Hellsgate, characters travel beyond the asteroid belt to unlock a gate to hell. Life is about to become terrifying! *Due June.* **$38.00**

Deadlands

DEADLANDS RPG The Wild West in the 1870s USA, but with many differences - one being that Cthulhu has visited the game! By Pinnacle Entertainment. The year is 1876, but the history is not our own. The American Civil War rages on, neither side able to establish a clear advantage. A large portion of California has fallen into the sea. The Sioux Nations have reclaimed the Dakotas. And the dead walk among us. Players take the roles of hexslinging Hucksters, Mad Scientists armed with weird, steampunk gizmos, deadly Gunfighters, fearless Indian braves and wizened Shamans. In 1863, a vengeful warband called the Last Sons unleashed the manitous (like Cthulhu monsters etc) upon humanity, and nothing has been the same since. A few relentless heroes have returned from the grave to battle the abominations of these new myths and twisted legends, and their mysterious masters, the Reckoners. **$55.00**

Boomtowns This boxed set has 16 extra-thick, full color, double sided map tiles, to help you build your boomtown. The maps are also in scale for the Deadlands miniatures. Also a 64 page book with guides to the maps, four fully-fledged boomtowns, a copy of Marshal's Log, etc. **$55.00**

City O' Gloom This boxed set covers the area in and around what was once Salt Lake City. Includes 128 page sourcebook which covers the history and current state of affairs, 32 page digest on augmentations of the human body, 32 page book of new hexes, a complete popular bloodsport game, full color two sided poster map, card pieces for the game, and card inserts. **$55.00**

Deadlands Poker Deck Two complete decks of playing cards with the most wicked Weird Western art. **$32.00**

Deadlands T-Shirt XL T-shirt saying *I Am the Law!* **$32.00**

Devil's Tower Part 1: The Road to Hell A chain of events begins unfolding in *City O' Gloom* that will change the Weird West forever, beginning with the murder of some of Professor Darius Hellstromme's scientists. Can be played with *City* or by itself. **$19.00**

Devil's Tower Part 2: Heart O' Darkness The jewel named Heart O' Darkness is apparently in the impenetrable prison fortress on Rock Island. Can you break *into* the prison? **$19.00**

Fire & Brimstone Rules for how to play blessed folks from many major faiths, from Bible-thumping Christians to enigmatic Buddhists. There are also more than 60 miracles for the faithful, two dozen all-new gifts and 20 different forms of divine intervention, plus a spine-tingling adventure. **$36.00**

Ghost Dancers Packed with everything you need to play Indians. It's got new Edges, Hindrances, Knacks and gear, 40 shamanic favors & 15 rituals. Notes on the differences between the tribes, six kinds of shamanic medicine, & the legendary hunting grounds. **$35.00**

Hucksters & Hexes Hucksters draw their knowledge of magic from cryptic codes scattered through *Hoyle's Book of Games*. Reveals Hoyle's secrets and 100 new hexes & arcane lore. **$35.00**

Law Dogs Blam! Blam! "Stop or I'll shoot!" Shoot first and ask questions later – if the thing you shot is still twitching. This is the sourcebook for the lawmen of the Wild West, with over 100 guns, rules for hexslingers, updates to the combat system, etc. **$37.00**

Lost Angels The City of Lost Angels is in the centre of the Maze – all that is left of California, which was tossed into the sea in 1868. Details the surface and secrets of the city, patchwork science, a wild adventure, etc. **$37.00**

Marshal Law Revised Your typical GM screen and two all new yarns chock full of horrific secrets guaranteed to send shivers down your hero's spine! Also a new character sheet. **$25.50**

Rascals, Varmints & Critters Over 50 kinds of things you'd maybe rather not run into on a moonless night (or at any other time, for that matter). Also new rules for animal sidekicks, new facts on undead, dozens of adventure hooks, etc. **$38.00**

River O' Blood A boxed set about the lower Mississippi river region. Covers the war on the river, St. Louis, New Madrid, river pirates, disease, the law, cities of the dead, new spells, the boats , etc. With a 128 page sourcebook, map, and two 32 page digests, one with a complete adventure. **$54.00**

Smith & Robards Mad scientists and their weird gizmos are the focus of this book done in the spirit of a famous catalog. Traditional weapons and elixirs, ornithopters, submersible boats, steam tanks, and other fantastic devices. **$36.00**

Tales O'Terror: 1877 Advances the Deadlands timeline one year. Heaps of detail about the current state of affairs in War Between the States, the Great Rail Wars, presenting heaps of mysteries. Also new rules for heoes and Marshals, etc. **$38.00**

The Book of the Dead Draws back the curtain of death and reveals the secrets of those who have been beyond the veil-and back. These die-hard heroes live with the curse that while they should be pushing daisies, an evil manitou has hooked into each of their souls, keeping them from rightful rest. Contains rules for generating and running undead characters in the game. **$36.00**

The Quick & the Dead The guide to the weird west, including the election of '76, the Great Rail Wars, the twisted tales of the High Plains, the low-down on towns such as Deadwood, Tombstone and Dodge, new rules for posses and Marshals, arcane lore on knacks, relics and duels. A 144 page hardback book. **$47.50**

Twisted Tales This here book's got space in it for you to record your posse's wanderings in the Weird West, plus there's a deluxe character record sheet, and rules for giving faithful writers a bonus for their efforts. **$8.50**

DIME NOVELS

Night Train Our undead gunslingers next adventure finds him in the town of Varney Flats just as the ominous Night Train rolls into town. This is the third Dime novel, including an adventure. **$8.50**

Strange Bedfellows The fourth Dime novel. Ronan Lynch doesn't know what's in store for him when he checks out that mysterious Wasatch camp basking in the light of the full moon. But it's more than he bargained for. **$8.50**

Savage Passage Ronan and his werewolf companions attempt to foil the plans of the nefarious Doctor Helstromme, who is planning to destroy the Garou's sacred caern. Includes rules for converting characters from Deadlands to Werewolf:Wild West. **$9.00**

Ground Zero Ronan Lynch's friends are in the worst spot of their lives. Not only have they failed to stop Billy Stormwalker from destroying a sacred caern in the Savage West, but they've lost Ronan to an evil manitou. **$8.50**

The Forbidden God What is an ancient Spanish galleon doing in the centre of the salt flats? Why is it still inhabited by undead Spanish soldiers? It is up to Ronan to solve this mystery, which also includes the Forbidden God. **$9.50**

Adios, A-Mi-Go! Ronan and his bunch find themselves up against the Cthulhu Mythos as time and space are bent all to Hell. **$9.50**

See Deadlands in the Miniatures section for The Great Rail Wars and range of miniatures.

Deadlands Hell on Earth

Futuristic Wild West The horrific and fantastic Wild West in the 2090s USA! **By Pinnacle Entertainment.**

DEADLANDS: HELL ON EARTH RPG The year is 2094 AD, but the future is not our own. The Last War ended 13 years ago when the supernatural doomsday bombs fell, killing billions and terrorforming the world into a vast Deadland, allowing the mysterious and powerful Reckoners to manifest in the flesh. These unholy beings rampaged across the Wasted West, decimating the survivors of the Apocalypse, and then they suddenly disappeared. Since then, humanity has struggled to rebuild. The cities shudder beneath still howling storms. In this complete RPG, players take on the roles of radslinging Doomsayers, Law Dogs, brain-burning psykersi righteous Templars, scavenging junkers, or simply gun-toting survivors. This is a hardcover edition. **$57.00**

Brainburners Sourcebook on the sykers of the Wasted West. Reveals their darkest secrets, 40 new powers, new Edges, new Hinderances, even high-tech devices and weaponry. Also a full length adventure. 128 pages. **$37.00**

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PLANESCAPE NOVELS

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Birthright Novels

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Dark Sun

TSR has dropped Dark Sun, so these stocks are limited.

DARK SUN CAMPAIGN MATERIAL

DARK SUN Revised Campaign Setting The Dark Sun world has undergone a lot of changes since it was first introduced, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region. Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Threen, Halfling Skyfarers, new expanded rules. And a psionic Primer featuring basic psionic rules & powers. $51.00

Defilers and Preservers: Wizards of Athas Provides new proficiencies, character kits, and vital information on the unique wizards of Dark Sun. Also details the new storm mage class of wizards who draw their magic from the fierce Tyrstorms raging across Athas. $27.00

Dragon Kings A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Defilers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Beetle, etc), high-level Psionicists, Illusionist magic for Rogues, some extra monsters, 90 new spells & psionic devotions. $34.00

The Wanderer's Chronicle: Mind Lords of the Last Sea Within the depths of the Last Sea lie mysteries never dreamed of. Ruling this verdant paradise are the Mind Lords, vestiges of an age when psionic powers were at their peak. Includes an adventure. $34.00

DARK SUN NOVELS

Prism Pentad

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2: Crimson Legion Only Rikus, the man-dwarf gladiator who sparked the rebellion, can save the city from the armies of Urik's sorcerer-king. With a ragtag militia of templars and freed slaves, he must stand against Urik's might. $8.50

3: Amber Enchantress Sadira, the beautiful sorceress loved by both Rikus and Agis, is torn between the dark power of sorcery and the need to use magic to protect the planet's fragile ecology. $8.50

4: Obsidian Oracle Power-hungry Tithian emerges as the new rules of Tyr. When he pursues his dream of becoming a sorcerer-king, only the nobleman Agis stands between Tithian and his desire: possession of an ancient oracle that will lead to either the salvation of Athas - or its destruction. $8.50

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1. The Brazen Gambit A templar finds himself shut out of a palace conspiracy, so exiles himself from court and joins some outlaw clerics. $8.50

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FORGOTTEN REALMS

FORGOTTEN REALMS BOXED SETS

Forgotten Realms Campaign Setting 2nd Ed. Contains a 128 page book A Grand Tour of the Realms, with the Heartlands, Cormyr, Waterdeep, & other realms of Faerun. A 96 page book Shadowdale, presenting the famous town & a new introductory adventure. There are 8 pages of Monstrous Compendium covering deadly creatures. 6 card sheets show nearly 100 signs, trail glyphs, etc. Four new full color maps show eastern & western Faerun, & the heartlands. $51.00

Forgotten Realms Interactive Atlas CD-ROM Features a complete interactive atlas depicting the entire planet of Abeir Toril – the Forgotten Realms world. All overland, city and dungeon maps of the Realms, including all-new, never before seen maps, will be available to view and print. Compatible with *AD&D Core Rules CD-ROM. Due July.* $?

Empires of the Shining Sea 192 page book and 2 color poster maps. With 8,000 years of history of the Empires of the Shining Sea; the long-fallen Calimsham rises yet again, as a new ruler and new power groups take control of the former land of the genies; the rugged Land of the Lions is full of surprises; and the Lake of Steam unveils its secrets. Will you brave its seeming calm waters? $57.00

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Menzoberranzan The underrealm Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lloth. Contains three books: The City (details strets & districts, customs, daily life, etc.), The Houses (describes the 18 ruling Houses, their Matron Mothers, immediate families, politics...) & The Adventure (64 page labyrinthine scenario called Menace in Menzoberranzan). There are also 4 21"x32" maps of the city, a plan of the House Baenre compound, etc! *Due June.* $55.00

Night Below: The Underdark Campaign The largest dungeon ever published. A full campaign setting for raising characters from 1st to 16th level, with hundreds of miles of underground caves, tunnels, and dungeons - even underground oceans. *Due July.* $55.00

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FORGOTTEN REALMS CAMPAIGN MATERIAL

Calimport Leads off a series of adventures with tightly focused settings. It is named for the largest and meanest city in Faerun, a city of peril-riddled alleys, palaces and a sinister underground. Expands and supports the plots in the Empires of the Shining Sea set as well as heaps of new info. $31.00

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Powers & Pantheons 192 pages. Companion to Faiths & Avatars. Describes more of the religions and powers of the Realms. Each divine power is covered in depth and each entry has info about a deity`s appearance, personality, worshipers, alignments, avata, church, etc. Also five showpiece temples of the Realms detailed with illustrations and color maps. $40.00

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The Drow of the Underdark From the caverns of Menzoberranzan, where the Drow ranger Drizzt was born, to the deepest corners of the Underdark, the drow rule the dark with strange weapons, exotic spells, and terrible monsters. Details dark elf society, religion, and history, new spells and magical items, and monsters native to the Underdark. *Due July.* $37.00

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Cormanthyr: Empire of Elves This Arcane Age expansion reveals all the secrets of the ancient elf kingdom of Cormanthyr, its history, culture, military, society, citizens, timeline, magical rites, etc.. Characters can journey back in time and visit this wondrous nation, learning first hand of the artefacts and legends current-day Realms lore only hints at. $45.00

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3: The Halfling's Gem Assassin Artemis Entreri whisks Regis south to Calimport and into Pasha Pook's vengeful hands. If Pook can control the magical panther Guenhwyvar, Regis will die in a real game of cat and mouse. $12.00

Avatar Quintology

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2: Tantras Convicted for the murder of Elminster, the heroes flee in search of evidence to clear themselves, and to find the missing Tablets of Fate, needed for the gods to return to their planes, or for others to take their place. $10.00

3: Waterdeep The search continues to the largest city in the Realms, where the characters believe the last tablet is hidden. However, one of the heroes has cast his lot with the evil gods. $10.00

4: Prince of Lies For all of his power as god of Strife and lord of the Dead, Cyric cannot get revenge on the goddess of Magic. So he searches for the soul of Kelemvor Lyonsbane, once his friend and the goddess' lover. $10.00

The Shadow of the Avatar Trilogy

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3. All Shadows Fled The Shadowmasters are on the run but have no plans to relinquish their dreams of the conquest of Faerun, even if all that is left is a bloody landscape of death. Can Elminster & Alustriel stop them? $10.00

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3: Sojourn Drizzt emerges in the harsh light of Toril's surface. The drow begins a sojourn through a world entirely unlike his own and learns that acceptance among the surface-dwellers does not come easily. $12.00

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1. The Silent Blade Drizzt is trying to destroy the evil crystal shard, not realizing the full power of the call of Creshinibon. Wulfgar returns from the Abyss to find his world crumbling around him, as he struggles against internal demons and an old enemy. Entreri the assassin is more interested in killing his greatest enemy than the power struggles that occupy him. Hardcover - $44.00 *Due June.* Softcover - $13.00

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6. Elminster in Myth Drannor Sequel to *Elminster, Making of a Mage*. The young Elminster journeys to the legendary elven capital of Cormanthyr to learn its ways and magics despite the xenophobic foibles of the elves within. Political intrigue abounds. Hardcover **$34.00** **Softcover - $11.00**

7. The Temptation of Elminster Hardcover. Myth Drannor has fallen, and glorious Cormanthyr lies in ruins. Elminster emerges from the rubble to serve new, human masters. But an enemy plots to turn him to dark ways and deeds, by offering him godhood. $35.00

8. Realms of Magic Anthology Never before published takes of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liriel, heroes of Phlan, etc. $10.00

9. Murder in Cormyr When a messenger from King Azoun turns up dead in a sleepy little town in Cormyr, a scholarly, retired wizard and a young apprentice team up to solve the crime. $11.00

10. Realms of the Underdark Five original short stories from the underworld that spawned dark elf Drizzt Do'Urden. By Ed Greenwood, Elaine Cunningham, and others. $10.00

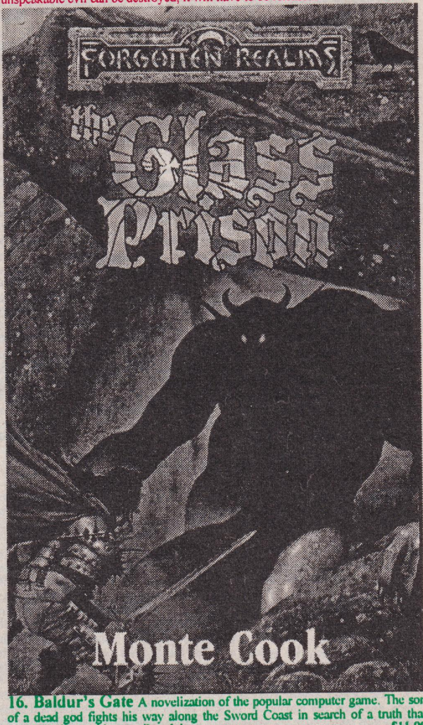
11. Cormyr: A Novel On the eve of catastrophe, the epic story of the Realms' greatest nation is told by Greenwood and J. Grubb. When King Azoun IV falls prey to assassins, the past holds the clues to events to come. $12.00

12. Realms of the Arcane From the library of Candlekeep comes a collection of all new stories of the Realms and the Arcane Age. Authors include Ed Greenwood, Jeff Grubb, etc. $10.00

13. Evermeet: Island of Elves The details behind Malor the Beastlord's monumental attack on Evermeet are finally revealed. Thousands of years of scheming culminate in the final conflict, in which the vengeful beastlord and his cohorts attack the island itself. $13.00

14. Realms of Mystery Favorite Forgotten Realms authors spin tales of murder, suspense, and intrigue in these stories, including: the only clue to who's killing a party of adventurers is the letter 'H', written in the blood of one of the victims; a smiling ghost, etc. $10.00

15. The Glass Prison Vheod Runechild, half human, half fiend, embarks on a quest to rid his new home of a powerful demon lord…but before this unspeakable evil can be destroyed, it will have to be released. $11.00



16. Baldur's Gate A novelization of the popular computer game. The son of a dead god fights his way along the Sword Coast in search of a truth that could rip the world apart. *Due July.* $11.00

17. Silverfall: Stories of the Seven Sisters Seven beautiful sisters, all touched by the hand of the goddess Mystra, are together in one book for the first time, as they match wits and magical powers with a Realms-spanning conspiracy. *Due August.* $11.00

18. The Spine of the World Hardcover novel. Continues the tale of the fall of the once mighty barbarian Wulfgar. *Due August.* $45.00

19. Tymora's Luck Tyche, Goddess of Luck, was cloven in twain, but now a great power has hatched a mad scheme to re-create the goddess by re-uniting the twins, regardless of the consequences. $11.00

The Threat From the Sea Trilogy

1: Rising Tide An evil warlord from the depths of the Trackless Sea rallies the undersea races of Toril in a surprise attack on the Sword Coast. $11.00

2: Under Fallen Stars The invasion from the depths spills into the Sea of Fallen Stars. Ancient undersea cultures and their human neighbours must unite for the first time in the struggle against an evil warlord. *Due August.* $11.00

GREYHAWK

GREYHAWK The Adventure Begins At the heart of Greyhawk Adventures lies the city of Greyhawk. Open the gates to this fabled city, with its dozens of dungeons and countless adventures. Explore the lands of the Wild Coast, the Nyr Dyv, and the deadly Bright Desert. A DMs dream, this 128 page guide gives you what you need to start a Greyhawk campaign. $38.00

Greyhawk Player's Guide Enter the Flanaess lands - a crowded cluster of kingdoms and states, great and petty, struggling for survival and supremacy against one another and countless foes both internal and external. Learn about the nations and cities of the world of Greyhawk; the leaders and rebels that effect this war-torn land; the races and creatures that inhabit it. $26.00

Against the Giants Silver Anniversary. Revisit and go beyond the original Gary Gygax adventure. Player characters must storm the steading of a hill giant chief, attack the rift of a frost giant jarl, and invade the hall of a fire giant king. And then go even deeper into giant territory. *Due August.* $33.00

Return of the Eight Evil forces are attempting to infiltrate a secret fortress and unlock vast magical power. And some old enemies of civilization in the Flanaess have returned, trying to dominate the world. Unless the characters can pull off some really big miracles, the City of Greyhawk will be destroyed. $25.50

The Scarlet Brotherhood The sourcebook on the shadowy villains of the World of Greyhawk, who have emerged from hiding to spread fear and terror throughout Tilvanot, Hepmonaland, & Amedio. Includes new character classes for Scarlet Brotherhood monks and assassins, as well as Suel priests. $33.00

World of Greyhawk Campaign Map Covers the campaign world in more detail than any previous map. 40" by 66", contains detailed geographical information, political boundaries, famous dungeon sites, etc. *Due June.* $33.00

The Lost Tombs Adventure Modules

The Star Cairns Begins a new epic , the *Lost Tombs.* Omens have predicated doom for Greyhawk, and the heroes must explore the five treasure laden but cursed tombs of ancient kings and wizards for the key to turning it aside. But where is the fifth cairn? $22.00

Crypt of Lyzandred Part Two of the *Lost Tombs*. The heroes find a map to the fabled tomb of Lyzandred the Mad . His final resting place is filled with deadly traps, cryptic clues, and a vast garrison of guardians. $22.00

The Doomgrinder Part Three of the *Lost Tombs*. Features a monstrous windmill called the Doomgrinder. According to legend, this windmill grinds out the worlds doom.. Hundreds of adventures have tried to enter & failed. $22.00

Classic Greyhawk

Greyhawk Adventures The hardback Greyhawk Adventures book, 128 pages which covers deities and clerics, new monsters, non player characters, spells and magic items, geography and adventures. TSR are re-releasing a new edition of Greyhawk next year, so this collector's item becomes even more valuable. $16.00

Greyhawk Monstrous Compendium The previous edition of the Greyhawk Monstrous Compendium, choc-full of beasties found in the Greyhawk world. Again, with the new Greyhawk coming out next year, this is a collectors edition. $9.00

GREYHAWK NOVELS

1. Against the Giants Brave heroes battle fierce giants. Written by Ru Emerson, author of Xena Warrior Princess novels. *Due July.* $11.00

DRAGONLANCE

DRAGONLANCE CAMPAIGN MATERIAL

Dragonlance 15th Anniversary Collection Puts back into print the original fourteen classic Dragonlance adventures, DL1 to DL14, also with new material and contains game statistics and rules for using the adventures with either the AD&D game or the DL Saga rules. *Due May.* $48.00

Tales of the Lance A complete campaign package for the world of Krynn. An epic campaign of a terrible war and the righteous struggle against evil set in a magical land. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.Includes a 176 page book (covering history, geography, races, character classes, deities, monsters, artefacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc). $37.00

Leaves from the Inn of the Last Home For reasons beyond the powers of my comprehension TSR have reprinted this nongamer's reference book, 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbit's to tempt the truly dedicated! $32.00

The Art of Dragonlance Saga At last - it's back! The visual creation of the Dragonlance World is depicted on top quality paper with art print after art print, with descriptions that include preparation sketches and ideas. $38.00

The History of Dragonlance Contents include interviews with authors Margaret Weis and Tracy Hickman and Artist Larry Elmore, an updated timeline of Krynn, descriptions of the line itself, and updated character references through Dragonlance the 2nd Generation. $25.50

DRAGONLANCE: THE FIFTH AGE

DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME Magic has been transformed, the gods have left, and the Dragons rule! This game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling fate cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, the Fate Deck of 88 cards, 18 character cards, and map. $47.50

A Saga Companion Answers rules questions and offers new ideas for hero creation including generating their backgrounds, alternate suggestions for magic use, and tips for introducing plot twists. $25.50

Bestiary Provides readers with an ultimate guide to the animals and creatures of the DL saga - beasts from the classic tales set during the War of the Lance, as well as new monsters from the Fifth Age. Full of color illustrations. $47.50

Citadel of Light This adventure and supplement explores the Citadel of Light, built by dwarves, protected by Solamnic Knights, sacred to pilgrims. Has two 96 page books and poster map. $38.00

Heroes of Defiance Rogues, spies, legionnaires, even kender can become champions of the oppressed. Here are rules for playing the bravest freedom fighters of the Fifth Age. The included adventure continues the saga of *Dragons of a New Age* series. $34.00

Heroes of Hope Part of the *Dragons of a New Age* adventure. Detailed source information lets you play Rose Knights, centaur shapechangers, Knights of the Skull, dwarven earth mystics, shamans, etc; plus an epic journey over land and sea to seek the Crown of Tides in a realm of aquatic elves - over a sea dragon lord's dead body! $34.00

Heroes of Sorcery Only a new magic hidden in history can defend Krynn against the dragons. New rules make sorcery even more powerful. The adventure included continues as the heroes discover that their foes, the dragons, may hold the secret to enchantments in the 5th Age. $34.00

Heroes of Steel First supplement for *Dragonlance the Fifth Age*. Provides players with a complete reference for the fighting men & women of the Fifth Age. Included is the 1st part of an epic adventure that sets in motion the Dragons of the New Age saga. $30.00

Palanthas A detailed look at Ansalon's best known city. Explore the Great Library, the underground thieves' network, the cursed site of the Tower of High Sorcery. Learn the never before learned history. With maps. $22.00

Seeds of Chaos The Chaos War Adventures, Vol 1. You can play either as the Dark Knights of Takhisis or the Solamnic Knights of Palanthas during the invasion during the Summer of Chaos. But the true enemy is yet to emerge – a horde of chaos monsters & demons ready to destroy both sides. $26.00

The Last Tower The Legacy of Raistlin. Explore the mysteries of the Tower of Wayreth. With a history of the towers, travelogue of the traps and treasures around Wayreth, a catalog of magical items, and a book containing scenarios. $34.00

The Sylvan Veil Saga Dragonlance Dramatic Supplement. Let your heroes be the first to set foot outside the Silvanesti Shield into new lands, including the Silvanesti Forest. But the fate of an elven city soon rests in your hands. $35.00

Wings of Fury A war of wyrms wastes the world in this climax adventure of the *Dragons of a New Age* epic. The heroes must turn back the tide of war with the Shadow Dragon. Also examines the life & goals of dragons, the history of Krynn told from their perspective, attitudes, agendas, powers, etc. $37.50

DRAGONLANCE THE FIFTH AGE NOVELS

1. The Dawning of a New Age The Chaos War is over. Magic has gone away...or has it? This novel begins the saga of the humans' struggle for survival in a war torn landscape as new threats loom at every turn. $10.00

2. The Day of the Tempest It is Krynn's darkest hour, but a handful of humans refuse to surrender. Spurred on by the sorcerer Palin Majere and armed with an ancient dragonlance, they stand up against the dragons. It may be their last act of courage. $11.00

3. The Eve of the Maelstrom The two most powerful dragon overlords clash in a showdown for ultimate rule over Ansalon! The Blue Dragon plots against Malys in a bid for dominance over the other dragon overlords and her fury at his betrayal is massive & fiery. $11.00

4. Relics & Omens Short stories set after the Chaos War and in the dawn of the Fifth Age. Old companions and fresh heroes. New and ever more fantastical creatures. Banished gods and lost magic. Dragon Overlords taking over Krynn. $11.00

DRAGONLANCE NOVELS

Dragonlance Chronicles

1: Dragons of Autumn Twilight Dragons have returned to Krynn. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the woman, knight, kender, warrior, dwarf and mage search for the legendary Dragonlance. $12.00

2: Dragons of Winter Night The adventure continues.. treachery, intrigue, and despair threaten to overcome the Heroes of the Lance in their epic quest. Now they search also for the Dragon Orb. $12.00

3: Dragons of Spring Dawning Hope dawns with the coming of spring, but then the heroes, now armed with dragonlances, find themselves in a titanic battle with Takhisis, Queen of Darkness. $12.00

4. Dragons of Summer Flame Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction. $12.00

Dragonlance Legends

1: Time of the Twins The War of the Lance has ended. Or has it? Raistlin intends that the darkness return. Only two people can stop him. Crysania, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. They must travel back in time to save Raistlin. $12.00

2: War of the Twins Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysania forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a trap that will destroy him. $12.00

3: Test of the Twins Raistlin casts the magical spell that has cost him so much, and the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis. $12.00

Dragonlance Tales

1: The Magic of Krynn A collection of short stories including Tanis and Flint helping a young girl they find frightened and alone in the woods, Another story asks is Raistlin truly dead? There are tales of sea monsters, etc. $10.00

2: Kenders, Gully Dwarves & Gnomes A collection of short stories including three adventure seeking sons of Caramon Majere who lose a bet to a magnificently bearded dwarf and end up shanghaied on an incredible gnomish sailing vessel. $10.00

3: Love and War A collection of short stories, including the legend of Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and rumours about the past. $10.00

Dragonlance

1: The Reign of Istar A kender becomes a Solamnic Knight (almost). An ogre emerges as an unlikely saviour of the dwarven race. And gladiators compete in the bloodsport of Istar. $11.00

2: The Cataclysm The Kingpriest's arrogance brings the wrath of the gods upon Krynn. The result is the Cataclysm - chaos and anarchy, despair and villainy...and inspiring heroism. $11.00

3 : The War of the Lance Krynn is caught in the grips of a terrible war between the minions of Takhisis, Queen of Darkness, and the followers of Paladine and the gods fo good. Dragons clash in the skies, and a group of friends are forged together as a unit - the Heroes of the Lance. $11.00

DL Saga Heroes

1: The Legend of Huma A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to the Measure, his encounter with treachery among the Solamnic knights; his love for the Silver Dragon, and his final showdown with Takhisis. But who will win? $10.00

2 : Stormblade The powerful and secret Stormblade sword is stolen, and then turns up years later, setting in motion a series of deadly events. Only a heroic dwarf knows the magic of Stormblade, and he sets out to recover the weapon amidst a land rife with war and treachery. $10.00

3: Weasel's Luck Young Weasel is shoved into the centre of a centuries old curse. And together with the great Solamnic Knight Bayard Brightblade, and a none-too-bright centaur named Agion, they must overcome the schemes and traps of a sinister illusionist known only as the Scorpion. $10.00

DL Saga Heroes II

1: Kaz the Minotaur Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumours of evil incidents. When he warns the Knights of Solamnia, he is plunged into a nightmare of magic, danger, and deja vu. $10.00

2. The Gates of Thorbardin Beneath Skullcap is a path to the gates of Thorbardin, & the magical helm of Grallen. The finder of Grallen's helm will be rewarded by a united Thorbardin, but he will also open the realm to horror. $10

3. Galen Benighted Sequel to Weasel's Luck. Galen Pathwarden is still out to save his own skin. But when his brother vanishes, he forsakes his better judgement & embarks on a quest that leads to a conspiracy of darkness. $10.00

DL Saga Preludes

1: Darkness & Light Tells of the time Sturm and Kitiara spent travelling together before the fated meeting at the Inn of the Last Home. Accepting a ride on a gnomish flying vessel, they end up on Lunitari during a war. Eventually escaping, the two separate over ethics. $10.00

2: Kendermore A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who pickles one of everything, including kenders! $10.00

3: Brothers Majere Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mystery of a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect. $10.00

DL Saga Preludes II

1: Riverwind the Plainsman To prove himself worthy of Goldmoon, Riverwind is sent on an impossible quest: Find evidence of the true gods. With an eccentric soothsayer Riverwind falls down a magical-shaft and alights in a world of slavery and rebellion. $10.00

2: Flint the King Flint returns to his boyhood village and finds it a boomtown. He learns that the prosperity comes from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king...$10.00

3: Tanis - the Shadow Years Tanis the half-elf once disappeared in the mountains near Solace. He returned changed, ennobled and with a secret. Tanis becomes a traveller in a dying mages memory, journeying into the past to fight a battle against time itself. $10.00

DL Saga Villains

1: The Black Wing The rise and fall of an evil dragon. The black dragon Khisanth is awaken from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a rider worthy of her, but it proves difficult. $10.00

2. Hederick the Theocrat Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an Inquisition to kill all who follow magic. $10.00

3. The Dark Queen Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss. $10.00

Meetings Sextet

1: Kindred Spirits The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Qualinesti, where he meets a young, unhappy elf called Tanis.When the elven princess Laurana declares her love for Tanis, a deadly rival frames him for murder. $10.00

2: Wanderlust When Tas accidentally pockets a magic bracelet, he becomes the target of a mysterious mage who covets the bracelet's power. Flint and Tanis form an alliance with a sea elf princess & the fabled phaethons to save both Tas & the Black Robes from a fate far worse than death. $10.00

3 : Dark Heart The story of beautiful, dark hearted Kitiara Uth Matar, from the birth of her two twin brothers, Raistlin and Caramon. Kitiara's growing fascination with evil and ceaseless search for her father throw her into the company of a roguish strange whose fate is intermingled with hers. $10.00

4: The Oath and the Measure Sturm grows from youth to manhood in Solace, guided by his absent father's Solamnic Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born. $10.00

5: Steel and Stone Tanis, while on his way back from Qualinesti, encounters the beautiful Kitiara and rescues her. As the two travel together to Solace, rapport grows, creating a special bond that is later threatened by misunderstanding and conflict. $11.00

6: The Companions Together in Solace, the seven companions learn about friendship and laughter, love and contentment. An idyllic year of peace gives each of them strength and wisdom needed to forget the injustices of the past and to confront the challenges of the future. $10.00

Defenders of Magic Trilogy

1. Night of the Eye The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made. $10.00

2. The Medusa Plague The people in Guerrand's home village are turning into snake limbs, etc, and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel... $10.00

3. The Seventh Sentinel The survival of magic is once again in question in Krynn. Will Guerrand and Bram DiThon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic. $10.00

Miscellaneous

1. Dragons of Krynn An anthology of dragon tails - oops - tales. $10.00

2. The Dragons at War Companion to Dragons of Krynn, features a new collection of stories. $11.00

3. The Dragons of Chaos New short story anthology features brave heroes, dark villains, differing races, and all varieties of dragons. $11.00

4. The Second Generation Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories. $11.00

5. Murder in Tarsis Hardcover The story of a military consul in the army of Ansalon, who is sent to quell an uprising. A conspiracy is afoot to turn the tides of combat for personal gain, risking hundreds of lives in the forces of both Takhisis and Paladine. Sold Out

6. Tales of Uncle Trapspringer The story of Trapspringer Fargo, who, while on Wanderlust, unknowingly crosses paths with a pair of corrupt gully dwarves and a misplaced evil fiend, leading to madness, mayhem, and lots of problems! $11.00

8. Silver Hearts: The Odyssey of Gilthanas A novella and sourcebook. Follows the tale of the elf prince Gilthanas as he searches for Silvara, his dragon love. Along the way, readers learn about the many Krynnish sites that are steeped in magic and legend. *Due August.* $13.00

9. Heroes & Fools: Tales of the Fifth Age Anthology of short stories describing the terrible battles and brave exploits of heroes during the first decades of the Fifth Age. *Due July.* $13.00

DL Saga Lost Histories

1. The Kagonesti The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony. $10.00

2. The Irda Blessed with exceptional beauty and intelligence, the high ogres, the Irda, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods. $10.00

3. The Dargonesti Tells the story of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling Dargonesti. $10.00

4. Land of the Minotaurs Minotaurs of Krynn embark upon a conflict against one another, clan against clan. But Kaz learns a terrible secret about the High Priest minotaur Jopfer - he is not what he seems, & all the minotaurs stand in peril. $10.00

5. The Gully Dwarves The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When this devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimiest of villains. $10.00

6. The Dragons From the archives of Dragon history comes the story of two rival dragons who ultimately face each other in a showdown to determine the future of the world. $10.00

DragonLance Warriors

1. Knights of the Crown The exploits of heroes and villains of the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty. $10.00

2. Maquesta Kar-Thon Maquesta Kar-Thon races against time, high seas pirates, and her own trepidation`s to win her father's freedom. $10.00

3. Knights of the Sword The Knights of Solamnia were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnic knights will be highlighted. $11.00

4. Theros Ironfeld The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine.$10.00

5. Knights of the Rose The third quest of Sir Pirvan the Wayward culminates in his rise to the status of Knight of the Rose. As more Knights of Solamnia become corrupt, Sir Pirvan once again walks the fine line between his personal codes of honor, loyalty, and duty. $10.00

6. Lord Soth The tale of the infamous death knight Soth, once a mighty warrior, whose jealous passions and neglect of duty seal his doom of darkness and evil. Can he redeem himself? $10.00

7. The Wayward Knights Sir Pirvan is about to be put out to pasture when he again answers the call of duty, aided only by the knights he recruited so many years ago - the Wayward Knights. $10.00

Lost Legends I

1. Vinas Solamnus Chronicles the life story of the founder of the Knights of Solamnus. No knight was ever nobler, more spiritual, more idealistic than Vinas Solamnus...but he wasn`t always that way. The story of his early years, his education, and his crucible is truly one of the most famous lost legends of Krynn. $10.00

2. Fistandantilus Reborn Details a fiendish plot to revive the evil Fistandantilus, one of the most notorious villains of Krynn. He`s been dead for centuries, but his loyal followers have hatched a plan to raise him up again. Can Emilo the Kender prevent this? $10.00

The Chaos War

1. The Doom Brigade During the Chaos War, two isolated bands of disparate enemies - dwarves & draconians, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties - and the fire dragons, children of Chaos, are involved. $11.00

2. The Last Thane While the Hylar battalions are off fighting in the Chaos War, the lowliest clans plots insurrection, aided by demon creatures dispatched by Chaos. $11.00

3. Tears of the Night Sky A quest for the god Paladine becomes a test of faith for Crysania, blind cleric of Paladine. She is aided by a magical tiger companion. Also brings to life the story of Dalamar the dark elf. $11.00

4. The Puppet King The elven realm of Silvanesti has been torn asunder by the nightmares of a made king, Gilthas. But his nephew Porthios returns home, and finds he must choose between blood and honor. $11.00

5. Reavers of the Blood Sea The minotaur pirates of the Blood Sea face a terrible choice as the world around them seems to crumble durig the Summer of Chaos. *Due May.* $11.00

6. The Siege of Mt. Nevermind When agents of the Dark try to enlist the gnomes in the Chaos War, they do not reckon with an assortment of well-intentioned heroes, a not-so-brilliant inventer, etc. *Due September.* $11.00

Bridges of Time Series

1. Spirit of the Wind Riverwind, the fabled plainsman, answers a call for heroes to aid the kender in their struggle against the great red dragon Malystryx, a dire new threat following the Chaos War. $11.00

2. Legacy of Steel The Knights of Takhisis are regathering in the evil city of Neraka, with plans to go to war. Sara Dunstan seeks to thrawt them by forming a new order of knights. But will it be enough? $11.00

3. The Silver Stair Goldmoon and her followers begin to build the Citadel of Light, to study a newly discovered magic. But two forces challenge her, a Solamnic Knight, and another hidden by mysterious & dark shadows. $11.00

4. The Rose and the Skull The weakened Knights of Solamnia ask their old enemies, the Knights of Takhisis for helpe. But when the Grand Master of the Knights of Solamnia dies abruptly, the leadership and very existence of the knights is challenged. $11.00

5. Dezra's Quest During Krynn`s Second Cataclysm an ambitious centaur chieftain makes a terrible pact with Chaos. Ten years later, smarting under the consequences of that pact, a lone Centaur journeys to Solace, seeking help from Caramon, aging hero of the Lance. *Due June.* $11.00

The Raistlin Chronicles

1. The Soulforge Prequel to the Chronicles Trilogy, following Raistlin`s journey from a six year old to becoming a wizard, but first he must survive the dreaded Test. $13.00

2. Brothers in Arms Raistlin and Caramon join a mercenary army. The army's first assignment is to capture a city that holds a secret known only to Lord Ariakas, commander of the dragonarmies. *Due August.* $13.00

RAVENLOFT

RAVENLOFT CAMPAIGN MATERIAL

RAVENLOFT 2nd Ed CAMPAIGN SETTING: DOMAINS OF DREAD Vampires, werewolves, terror riddled castles, and all things hair-raising come to AD&D in this campaign. This hardcover volume completely revises and updates the Ravenloft product line, transforming the demiplane of dread into a full-blown, ongoing campaign setting. With new rules on creating characters native to the domains, the magic system, and fear and horror checks. $54.00

A Guide to Transylvania The only traveller's guide to the heart of Gothic Earth. Here in detail is the setting for infinite adventures in the hunting ground of vampires, golems and werewolves. $22.50

Carnival The mysterious Carnival rolls into town from out of the Mists, where it astounds, entertains, and occasionally repulses the locals for a while before disappearing again. Includes rules for the freakish inhabitants of the Carnival, adventure hooks, rules for turning PCs into freaks. *Due July.* $22.00

Champions of the Mists A collection of popular heroic figures from Ravenloft novels, with full histories and gaming stats, rules for using fire-arms in the Lands othe Mists. $22.00

Children of the Night: Created Thirteen golems – each a unique and horrifying created constructed of myriad materials, presented with complete descriptions and short adventures. 96 pages. *Due May.* $35.00

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Children of the Night: Vampires Thirteen vampires and adventures featuring Count Strahd von Zarovich's goddaughter Lyssa, Jander Sunstar, and eleven other truly unique lords of the night. Complete biographical info for DMs to introduce each vampire into their campaigns is provided. $27.00

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Masque of the Red Death & Other Tales A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. 5 booklets, DM screen, 2 maps. $42.50

The Gothic Earth Gazetteer A complete sourcebook for *Masque of the Red Death*, with new info for gaming in the 1890s, complete history of that decade, 12 short adventures, etc. $17.00

Monstrous Compendium Ravenloft App #3 128 pages of more beasties to spring on unsuspecting PCs. $30.00

RR4 Islands of Terror 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady fallen from grace. $22.50

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The Nightmare Lands A unique vision of one of Ravenlofts most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating the minions of Nightmare's mistress can they hope to escape. $34.00

The Shadow Rift In the wake of the Grand Conjunction, a gaping, mist-filled hole appeared in the centre of Ravenloft`s core. It`s up to the heroes to prevent one of mankind`s greatest enemies from finding his way through the ShadowRift. $39.00

Van Richten's Guide to the Ancient Dead The mummies of Ravenloft. There is more to these creatures than just crumbling horrors that unwind forth from their tombs. $20.00

Van Richtens Guide to Fiends This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures and how to hunt and destroy them. $20.00

Van Richtens Guide to the Vistani Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire. $20.00

Van Richtens Monster Hunter's Compendium Vol 1 Collected together for the first time, has the complete texts from Van Richten`s Guides to Vampires, werebeasts and The Created, ie, golems. Updated and presented for use in any AD&D setting. $45.00

RAVENLOFT

ADVENTURE MODULES

RE1 Adams Wrath A Frankenstein adventure, where PCs must try to stop Dr Mordenheim's hideous monster. $17.00

RM3 Web of Illusions Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. Levels 8-12. $17.00

RM5 Dark of the Moon A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot", thanks TSR! $17.00

RQ2 Thoughts of Darkness Bluetspur (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an dllithid High Master is hatching vampiric mind flayers in an attempt to achieve immortality. $17.00

A Light in the Belfry An audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. $25.50

Circle of Darkness A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to seize a domain for itself. The PCs must try to defeat this ultra powerful monster before it becomes a Dark Lord. $17.00

Death Unchained In the land of Dementlieu, mysterious deaths of famous champions as well as minions of the dark have reached epidemic scales. The Ebon Fold is behind this grim harvest. $22.50

Death Ascendant Sequel to Death Unchained. The Ebon Fold's web of intrigue spreads as the master reaps the artefacts of Darkness and prepares to proclaim himself Emperor of Terrors. $22.50

Neither Man Nor Beast The heroes have a confrontation with Frantisek Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa. $17.00

Servants of Darkness Heroes are caught in the middle of a massive witch hunt, where both the alchemist conducting the inquisition and the witches he hunts bring a terrible darkness to the land. Adventure. For levels 4 - 6. $22.50

The Awakening For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. $17.00

The Forgotten Terror Adventure. A crossover to the Forgotten Realms campaign concludes the story arc begun in the Castle Spulzeer adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy. $22.50

Vecna Reborn One of AD&D's most notorious villains is now one of Ravenloft's darklords, although trapped in the Demiplane of Dread. Now he's trying to bridge the gap between the land of the Mists and his home. $25.50

RAVENLOFT NOVELS

The Ravenloft Series

1. Vampire of the Mists Jander Sunstar, an elven vampire, forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks. $10

2. Knight of the Black Rose The cruel death knight Soth finds a way into Ravenloft, then discovers that it is far easier to get in than to get out - even with the aid of Strahd. $10.00

3. Spectre of the Black Rose Sequel to the above, Lord Soth fights to keep his reign of terror from crumbling. Even as he struggles to defeat his enemies, rumor reaches him that the White Rose haunts the land. Has Kitiara finally returned to Soth, or is this another spectre from the past? $11.00

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4: Heart of Midnight Casimir has inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own murder and gain revenge. $10.00

5: Tapestry of Dark Souls The monks' hold over the Gathering Cloth, containing some of the villest evils in Ravenloft, is slipping. They only hope is a strange youth. $10.00

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8.Mordenheim- $10.00 **9.Tales of Ravenloft Anthology $10.00**

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12. Scholar of Decay Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes down. $10.00

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15. Lord of the Necropolis By sending his minions to harvest the life force of the occupants of Darkon, Lord Azalin hopes to become the demilich and escape the world of Ravenloft. $10.00

16. Shadowborn Alexi Shadowborn sets out to discover who is desiccating a local cemetary, and the encounter leaves him forever changed, with the curse being linked to an assassination of a family member that occured twenty years ago. $10.00

Miscellaneous

1. I, Strahd Sergei, young and idealistic brother to the war-hardened Strahd, loves beautiful Tatyana. But so does Strahd, who sees in her all the grace and beauty the war had robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood. $10.00

2. I, Strahd: The War Against Azalin Strahd's perfect aristocratic existence is threatened by the arrival of the evil lich Azalin, whose army of the undead lays waste to the borderlands. In the war of undead verses undead, who can survive? $10.00

Earthdawn

EARTHDAWN RPG FANTASY Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. By FASA. A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky raiders, T'skrang swordmasters, Windling thieves, Obsidian warriors or wizards. Includes 18 full color treasure cards. **Softcover** $34.00

Arcane Mysteries of Barsaive Magicians wield the greatest and most fantastic powers, their spells can blast away mountains, turn day into night, and raise the dead. Offers more than 200 spells. Includes new talent knacks and magical items, ranging from simple fire-starter wands to magical treasures once wielded by heroes. $25.50

Cara Fahd: The Ork Nation From across Barsaive, thousands of orks have come to rebuild their ancient homeland of Cara Fahd. This sourcebook tells you all about these tribes. Looks at their recently founded capital, their leaders, conflicts, etc. $30.00

Creatures of Barsaive The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. 50 creatures. $30.00

Crystal Raiders of Barsaive The troll crystal raiders are the only force in Barsaive that can battle the mighty airships of the sinister Theran Empire. Describes these fierce raiding tribes, their airships, crystal weapons, etc. Rules for airship combat. $34.00

Denizens of Earthdawn Vol 1 Includes heaps of full color plates, this 128 page book describes the elves, humans, t'skrang, and windlings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. $30.00

Denizens of Earthdawn Vol 2 In-depth description of dwarves, obsidimen, orks, and trolls & how they fit into society. $30.00

Earthdawn Companion Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lightbearers, rules for ship combat, etc. $30.00

Earthdawn GM Pack GM Screen, sheets of treasure cards, a full length adventure, & campaign guidelines. $20.00

Earthdawn Survival Guide Offers players and gamemasters a detailed look at the hazards of exploration and adventuring in the land of Barsaive, from the hazards of the underground and wilderness expeditions to the dangers of travelling, as well as descriptions of the Badlands, Death's Sea, the Mist Swamps, and the Wastes. $30.00

Horrors The Horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful & destructive beings ever to roam the world. Though the end of the Scourge sent many of them back to the hell that spawned them, several of the strongest & most dangerous remained behind. $30.00

Infected An adventure in which the players race against time to save a young girl accused of being infected by a Terror by members of the Grim Legion, who have placed the village under quarantine. $17.00

Legends of Earthdawn Vol 1 Offers players and GMs 30 legends told among the people of Barsaive, involving heroes, Horrors, and legendary magical treasures. Statistics are included for Horrors & Magical Items. $17.00

Legends of Earthdawn Vol 2: The Book of Exploration Offers adventurers a wealth of info by posing questions, recounting legends, offering clues to ancient puzzles, describing both unimaginable depravity and selfless sacrifice, and many tales of exploration. $17.00

Magic: A Manual of Mystic Secrets Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new rules for enchanting and creating magical items, summoning spirits and exploring astral space. $30.00

Parlainth: The Forgotten City Once the Theran provincial capital, this city is an overgrown sprawl of crumbling towers and moss covered temples. But there hidden are countless treasures, magic, & secrets. Boxed. With a 144 page book detailing the city and explorers' outpost of Haven, options for exploring the ruins, etc. There are fragments of first hand info about the ruins in the form of documents, a map, & 18 cards. $42.50

Prelude to War The arrival of a city-sized stone airship marks the long-dreaded return of the Theran Empire to Barsaive, the first step in the Theran's scheme to reconquer the province they once ruled. And the orks are all gathering together in unity - a bad sign for the other races. $24.00

Secret Societies of Barsaive Several significant and powerful clandestine groups, such as the Keys of Death, cultists of the Horror Verjihorn, and the people behind them and their goals. Includes adventure ideas. $30.00

Shattered Pattern An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect, as they find themselves caught between the Horror and a Dragon. $17.00

Sky Point Adventures From a search for stolen coins belonging to a Theran Noble houses; to a vital document falling into a master criminal's hands; to a sinister plot to magically control the minds and wills of captured slaves. Three adventures. $17.00

Theran Empire Great Thera stands at the heart of a far-flung empire full of strange customs, awe-inspiring beauty and great intrigue. Travellers through these provinces must be wary of Thera's influence, but even greater dangers lie in the unfamiliar creatures and peoples native to these lands. $37.50

The Serpent River Though the five trading houses of the t'skrang control the Serpent River, even they cannot protect travellers from the menacing creatures that lurk in its depths and the pirates who plague its banks. $30.00

Throal: The Dwarf Kingdom The mighty dwarf kingdom from the bustling, noisy Grand Bazaar to the majestic chambers of the Royal Hall, this kingdom encompasses seven cities full of people from all walks of life; dwarf merchants, ork tavern owners, t'skrang swordmasters, etc. $34.00

Throal Adventures Adventures set around Throal, from intrigue to clashes with authorities, criminals and Horrors, as adepts investigate strange rumblings beneath the Inner City of Hustane. $20.00

EARTHDAWN NOVELS

6. Shroud of Madness Cassian, a Theran official, is sent to the city of Vivane to investigate the brutal murders and mysterious suicides of several nobles and their children. There he uncovers a blood-magic cult deep in the heart of the city. $4.00

Epiphany: Legends of Hyperborea

Epiphany: Legends of Hyperborea RPG A brand new release from BTRC. In this complete diceless role playing game, Atlantis is alive! Atlantis, Lemuria, Mu, legendary kingdoms of magic, all now sunk beneath the sea, and despite our science and technology, they remain hidden, and so confined to the world of myth. You role play in the past of these magical kingdoms, before their destruction. Even without dice, the outcomes of debates and duels are still uncertain. $12.00

Fading Suns

SCI-FI Set in mankind's far future, where a new dark ages has fallen. **By Holistic Designs.**

FADING SUNS RPG It is the dawn of the sixth millennium after Christ nd the skies are darkening, for the suns themselves are fading. Humans reached the stars long ago, building a Republic of high technology and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended upon humanity, for the greatest of civilisations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. 270 illustrated pages rich in background and information, as well as a star map. $45.00

Byzantium Secundus Byzantium Secundus - the center of the Known Worlds and seat of the Empire. There is no more important or intrigue-laden world, for here the fates of millions are determined. Ambassadors, Church fathers, alien envoys all vie for the Emperor's attention. From here Alexius' knights fan out across the Known Worlds on quests for glory. They do not realise that the great perils lies in their own backyard. This world's darkest pits hide unimaginable evil... $33.00

Children of the Gods One of the earliest sentient alien races humanity discovered was the Ur-Obun, who were peaceful. Then humanity met their violent cousins, the Ur-Ukar. These two races were gifted by the gods, the ancient Anunnaki jumpgate builders, with unique technologies. $22.00

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Fading Suns Players Companion 208 pages including new Blessings and Curses, Benefices and Afflications, skills, occult powers, weapons, equipment and valuable rules expansions. Also new character roles: Church sects, guilds, military units, long awaited details on sentient alien races and the genetically engineered Changed. $45.00

Forbidden Lore: Technology Technology is the Known Worlds is not what it once was. Science fell from its pinnacle with the rise of feudal lords and superstitious priests. Engineers pick over the bones of the past to revive ancient war machines. Information on starships, vehicles, economics, think machines, cybernetics, etc. $25.50

Letters of Marque: Starship Deckplans Five starships are featured, each depicted on 25mm scale maps, perfect for boarding actions or roleplaying game fights from corridor to corridor, stateroom to engine room. The ships arean explorer, escort, frigate, another frigate, and luxury liner. $30.00

Lords of the Known Worlds Nobles are the unquestioned rulers of the universe. Few are privy to their lifestyles and secrets, and the great unwashed understand little of the perks and problems associated with rulership, taxes, wars, rivals. Herein are detailed histories and sociologies of the 5 Royal Houses, 10 minor houses, & alien nobility, & Vorox lords. $30.00

Merchants of the Jumpweb The merchants own the stars. Without their high-tech savvy and the loans from their coffers, travel and commerce would grind to a halt. Here are the histories and modus operandi of the Merchant League guilds, from the free-wheeling Charioteers, weird Engineers ans savvy Scravers. Also a cost-of-goods list, laws of crime and punishment. $34.00

Noble Armada See the miniatures section. $100.00

Priests of the Celestial Sun The nobles may rules the secular lives of the Known Worlders, but the Church guards their souls, and in doing so, dictates to the nobility. But new sects and orders are arising in the wake of the Emperor wars and causing divisions and weaknesses. Details the lives of the saints, histories and beliefs of these sects. Also has great B&W artwork. $32.50

Sinners & Saints Here is a rogues gallery of people and creatures from the Known Worlds and beyond: noble rivals, priests, space pirates, deadly mercenaries, assassins, alien animals. Each comes with its own sheet for ease of use by players & GMs. $27.00

The Dark Between the Stars The Anunnaki left behind many strange devices and their ancient secrets lie buried on many worlds - secrets which can bring salvation or destruction. But they are their works are not the only mysteries, for strange entities lurk in the voicd, tempting humans and aliens to do evil... $33.00

War in the Heavens: Lifeweb The first source/adventurebook in a trilogy, detailing the Symbiots, a strange, horrific alien lifeform intent on consuming humanity through a chilling metamorphosis. Details history (which makes a great read), culture, metamorphic powers, and an adventure with the Empire's fate at stake. $37.00

Weird Places Roam the strange fields of Pentateuch. Discover a secret Lost World hiding a powerful artefact sought by all. Uncover a hidden barbarian fortress on Kurga. Ship out to Bannockburn to halt a deadly Symbiot excursion. Search the haunted chapel of Manitou for lost lore. Or dock at Barter, a travelling marketplace in space. With stunning B&W artwork. $22.00

Fading Suns Novels

The Sinful Stars: Tales of the Fading Suns The first anthology to the Fading Suns universe. Stories include a search for an ancient relic that bends time; nanotech research releases an ancient evil; a priest tries to find relief from his sins; espionage entangles a poet, etc. $29.00

Fantasy Legend

FANTASY LEGEND RPG The world of Faldor is a dynamic place. Young, would-be heroes come from all over the world in an effort to control natural resources, land and key geographic points in their quest to gain fame and prestiage. Whether they are dwarves, elves, gar, or any other race, they are all seeking to become legends in their own time. This game gives players the best of both miniatures and roleplaying games, in the one book. The system is fast, easy to learn, and works equally well for games where players control just a few miniatures to literally hundreds. Based on a D10. $46.00

Forge: Out of Chaos

FORGE: OUT OF CHAOS RPG A forgotten world awaits you. It was once a paradise but is no longer! Once beautiful landscapes are now swamps, desolate wastes and jagged mountains. The calm and gentle rain has turned to fierce storms of fire and ice. Nothing of paradise survived the Banishmen! Not even the gods. The world is now plagued with monsters. These hideous creatures survived the Banishment, hidden in secret lairs beneath the mountains. Slowly they have returned, devouring hapless travellers, soldiers and small frontier villages. But you and other heroes like you have emerged to hunt down these beasts - and the battle is joined. With 11 detailed races, select proficiencies such as Assassination or Mounted Combat, no arbitary experience points. More than 70 monsters, 6 types of wizards, etc. 202 pages. $38.00

The Vemora From the village of Dunnerton, you have been asked to investigate the fallen halls of Thornburg Keep. $14.00

FUDGE

FUDGE RPG A freeform universal do-it-yourself gaming engine. The basic rules are for experienced game masters, but players can range from novices to experienced. Can be used with any genre. Completely customizable, FUDGE provides the building blocks you need to create your own game system. There are no fixed attributes, it is a skill-driven system, attributes and skills are word based; simple action resolution system, etc. No campaign background info. $19

A Magical Medley A supplement that compiles a variety of magic systems including bioenergetics, celtic magic, magical items, and a complete magical adventure in the classical dungeon-crawl style. $30.00

Gatecrasher

GATECRASHER RPG High tech and high wizardry struggle for supremacy in this science/fantasy world. Armored knights board space shuttles to pursue dragons across the solar system. Lycanthropes on Saturn's moons howl at the full planet overhead while cybernetic orcs inspect their power armor. This all happened when a 22nd century prospector accidentally opened an ancient transdimensional gate on one of Jupiter's moons, letting magic back into the world. Player characters have special abilities and supernormal powers. Based on the FUDGE system. $30.00

Believe it or Else! An adventure supplement. Presents professions, story background, cultists and societies, comrades and cretins, artifacts, genetic engineering, creatures, places, spells, etc. $20.00

Santa's Secret Adventure. The appearance of magic into the world caused Santa Claus and his elves to become real. But disaster has befallen them. $8.00

GEMINI

GEMINI RPG A beautifully produced roleplaying game featuring hardback cover and many plates of color art. The sun has been veiled and the Dark Martyr released. An ancient darkness emerges from beyond the Iron Gate, waking the slumbering demons. Darkness infiltrates the Church's inner circles. Powerful sovereigns squabble and reject alliances offered by the Church to fight the Darkness. The Elven Queen mourns her vassal's fall to the Darkness. The dwarves even fight amongst themselves. The only hope is crusaders like yourself you stand against the Darkness, and a pair of twins whom are lead by their guardian towards the Iron Gate, hoping to close it forever. $50.00

GURPS

GURPS BASIC RULEBOOK 3rd Ed. An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By Steve Jackson Games. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. $47.50

Authentic Thaumaturgy Not specifically for GURPS, but can be used with any RPG. Describes a real-world basis for magic and psi abilities, and how to create realistic magical systems for RPGs. $39.00

GURPS Alternate Earths Travel the Confederate States of America by dirigible, battle the Aztec Jaguar Knights in their conquest of Europe, join the American resistance against Nazi occupation, march with Roman legions in their campaigns in the New World. $34.00

GURPS Arabian Nights Flying carpets and magic lamps, flashing scimitars and scheming viziers, crusaders, Mongols and Bedouin, sultans, poets, merchants and the original Assassins. Confront the terrible shapeshifting Djinni. 128 pages. $37.00

GURPS Autoduel 2nd Ed Set in our post-apocalyptic world, based on the Car Wars boardgame. Its a world devastated by war, famine and despair…on lawless highways where the right of way goes to the biggest gun. Includes an updated AADA Road Atlas and Survival Guide, vehicle construction, character creation, campaign ideas, history of Autoduel America, etc. $34.00

GURPS Black Ops Vampires, werewolves, demons, strange things living in the sewers. You work for the Company, trying to suppress this truth from reaching the public while at the same time trying to stop these vermin taking over the world. $34.00

GURPS Bio-Tech Who needs silicon and steel? Upgrade your old body with steroids and smart drugs, transplants and viral nano…or just get a new one. Or maybe you don't think being human is so great? Then improve on nature with eugeneering and genefixing. Or just go parahuman - you can be a cat! $40

Cardboard Heroes Steve Jackson have reprinted all of their stand-up and flat fantasy cardboard heroes. There are 400 stand-up figures, and 300 flat counters for traps, dropped weapons, creepy crawlers, etc. A suitable accessory for any fantasy RPG. $40.00

GURPS Celtic Myth Standing stones. Headhunting and human sacrifice. Lusty kings and cattle-raiding queens. Naked warriors painted blue. Mysterious druids and crafty Sidhe. The Celtic world was full of strange enchantments and bloody battles. $34.00

GURPS Compendium I Compiled from over a hundred GURPS books and dozens of Pyramid Magazine articles to bring you the most complete compilation of character generation rules ever. $45.00

GURPS Compendium II Combat and Campaigns. A digest of advanced rules for combat and injury, healing, mass combat, hazards and threats such as decompression and radiation, campaign design and equipment. $44.00

GURPS Cyberpunk An accessory for playing Cyberpunk with GURPS. $34.00

GURPS Discworld The World is Flat! It rests on the back of four giant elephants, who in turn stand on the back of a great turtle. Based on the popular novels, also includs GURPS Lite, simplified rules that let the game be played on its own. This humorous game is complete with Discworld magic, a guide to the best inns, Things From the Dungeon Dimensions, Gaspode the Wonder Dog, the Circle Sea, the featuers of Ankh-Morpork city, etc. $50.00

GURPS Dinosaurs Giganotosaurus, the largest carnivore to walk the Earth, packs of Deinonychus, the "terrible claws"; Triceratops, armed with shield and spears; Ankylosaurus, the living tank; the fearsome Tyrannosaurus Rex...their fossil bones inspired myths of dragons and other monsters. Their images still terrify us today. Visit their world - or have them visit yours... $34.00

GURPS Egypt All you need to roleplay in ancient Egypt. Who was Sinue? How is Horus related to Ra? Why does it matter if the Nile floods every year. Why mummify everything? Gives history, an Egyptian bestiary, religion, magic, daily life, & pyramids! $38.00

GURPS Fantasy Bestiary Valuable for any game, not just GURPS. Over 250 extensively researched (from authentic folklore and legends all over the world) descriptions of fantasy animals and plants, from nuisances to monstrous menaces. Separate chapters cover Dragons and Fabulous Plants, all the spells needed for the magical beasts and plants are included. $37.00

GURPS Fantasy Folk 2nd Ed From the tiny winged Ellyllon to the tall Giants, this book brings 24 nonhuman fantasy races to GURPS. $30.00

GURPS Goblins The first full color GURPS supplement. This is an adults only humorous look at 1830 Georgian London. This culture is infested with goblins, devious, evil creatures which includes gnomes, hobgoblins, trolls, ogres, etc. They come in whatever shape, size and color they please. $37.50

GURPS Greece Quest through the Heroic age of legends, with Heracles, Odysseus, Medusa, Achilles, the nine headed Hydra, Harpies, the Minotaur etc, or campaign in historical Greece. This supplement covers both in detail. $34.00

GURPS High Tech 3rd Ed Weapons and equipment from the 14th century to the present. From the rise of gunpowder to today's modern weapons, includes personal weapons, personal armor, heavy weapons, explosives, communication and vehicles, medicine and tools. $37.00

GURPS Illuminati The Secret Masters have denied all knowledge of the conspiracy theories put forth in this recently published book. "To begin with, we don't even exist," said a spokesman, "The Illuminati are a myth." He went on to say, "Everything you know is a lie. Everything you suspect is true!" $36.00

GURPS IOU About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes Campus Rules, such as: 6} No black holes on campus. Except small ones on pizzas; 7} No antimatter on campus, either, Even on pizza; 8} Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of the Arch Dean! $32.00

GURPS Mage: The Ascension 192 pp book that allows players to play MAGE using the GURPS rules system. $38.00

GURPS Martial Arts 2nd Ed Rules for over 50 different armed and unarmed fighting styles, including historical and modern styles, science fiction and fantasy styles. Each style is presented in realistic and movie forms. $38.00

GURPS Magic Items 1 Enchanted swords, marvelous rings, animated armor, powerstones, wands and staffs – hundreds of original enchanted items. Also information on making and selling magic items. 128 pages. $37.00

GURPS Mecha From battlesuited space marines to giant walking tanks, this book covers the entire mecha genre, including construction rules, advanced rules, transforming, a campaign world, etc. $34.00

GURPS Places of Mystery Have you ever wanted to visit Stonehenge? Now you can. Or uncover the mystery of the lost city of Atlantis. Travel back in time to ancient Babylon. Journey to Shangri-la and explore the Dreamtime beneath Ayers Rock. 128 pages. A good read. $34.00

GURPS Planet Krishna From the classic Viagens books by L.Sprague de Camp, a story of swashbuckling adventure in space, featuring people who could be humans excet for their green skin and feathery antennae; six legged yekis, sea-monsters, etc. $34.00

GURPS Psionics Spies and police who can read your thoughts. Mysticism merged with ultra-technology. Psychic vampires. Telepathic computers. Mass minds of terrible power. Also complete campaign background where powerful psis struggle with secret government agencies. 128 pages. $37.00

GURPS Robots A cold-eyed stare from the shadows of the alley…the spine-tingling scrape, scape as metallic feet drag along the concrete…the squeak and whirr of hinges and hydraulics as the machine approaches. The robot is an intriguing yet sinister being - created to serve, but in many ways superior to its weak and fallible human masters. We need the robots, do they need us? $38.00

GURPS Russia This is a special release not available through the stores. We bought a few copies at full US retail, hence the high price. Enter a land of white snow, red blood and black humor. Explore the world of Russian folklore and fairytales, where all sorts of interesting and dangerous creatures dwell. This is medieval Russia, a culture practically forgotten today. $75.00

GURPS Space 3rd Ed A comprehensive set of tools to design your own starfaring campaigns, from space opera to hard science with any stop in between. Spaceship design and space combat systems, any movie or TV series can be easily simulated; inventory of sci-fi weapons etc. *Due July.* $40.00

GURPS Special Ops 2nd Ed Elite forces penetrate enemy lines to strike critical targets, strike teams rush to free hostages, train civilization into an army. Fully revised edition which covers the new nations and alignments of the post-Soviet era, and updates the rules for creating spec-ops soldiers with the new GURPS template system *April.* $37.00

GURPS Supers 2nd Ed Costumed crusaders fighting against forces of evil. Now you can custom build the super character of your choice. You can duplicate your favorite comic-book hero or design almost any super ability you can think of. Each hero and villain you develop is fully defined in both power and personality. $38.00

GURPS Technomancer A worldbook that combines magic and high-tech. And it is NOT Cyberpunk. No netrunning, no brain-jacks, but lots of action. F-15s verses dragons, and the Cold War fought by Wizards. It all started when the Trinity A-bomb test opened a gate between worlds... $37.00

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GURPS Ultra-Tech Sourcebook for the 21st century. Covers personal weapons, personal protection, heavy weapons, medicene, tools and repairs, and gadgets galore. $34.00

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GURPS Undead Everything from subtle hauntings to undead necromancers, from Gothic vampires to brain-eating zombies. Also history of beliefs in the undead, rules for ghosts, liches, mummies, revenants, shades, shadows, zombies, skeletons, wights, vampires, etc, guidelines for creating undead, a dozen classic undead archetypes, sample characters, etc. $37.00

GURPS Vampire Allowing you to play Vampire stuff with GURPS rules. $34.00

GURPS Vehicles 2nd Ed 208 pages. From rowboats to racing cards, balloons to battlesuits, trains to teleporters - if you can dream it up, you can design it with this book. With a streamlined vehicle design process, with more options, features and accessories at every step. $45.00

GURPS Warehouse 23 The Ark of the Covenant sits on a shelf next to the gold plates of Moroni and the dissected corpses of Martian invaders. Scores of bizarre items - and the ultra-secret facility that stores them. This warehouse is like "Area 51" or "Hanger 17", being a government installation hiding the truth from the public. $34.00

GURPS Warriors Has 29 warrior archetypes and templates, and covers soldiers from all time periods, past, present and future; from history and fiction; and 116 ready-to-use sample characters. *Due July.* $37.00

GURPS Werewolf Allows you to play Werewolf with GURPs. $38.00

GURPS Wizards Introduces GURPS new template system, designed to streamline character creation. Has 28 wizard archetypes such as elementalists, enchanters, healers, illusionists, seers; druids, rune-mages; 112 ready to use sample characters. $38.00

Murphy's Rules Not actually for GURPS nor even a game product. This 74 page book contains hundreds of cartoon skits ridiculing all the stupid rules found in roleplaying games and wargames over the past ten years. $28.00

GURPS Traveller

GURPS Traveller Returns us to the Traveller storyline that everyone loved – this is the official alternate universe for Traveller in which the Rebellion never occurred, the Virus was never released and the Emperor Strephon rules an intact Third Imperium. All presented with GURPS rules, which also cover modular starship construction, a space combat system for ships, etc. $42.50

GURPS Traveller Hardback Same as GURPS Traveller but this version sports a hardcover. $55.00

GURPS Traveller Alien Races 1 Two major races, the human descended Zhodani with psi powers and the Vargr, a race of canines. And three minor races, the tyrannosaurian Drakarans, the arachnoid Clotho and the enigmatic Sheol. With starship deck plans, vehicle designs, weapons, PCs and NPCs, history, culture, etc. $39.00

GURPS Traveller Alien Races 2 Presents Aslan (a warrior race that values honor and glory) and K'kree (vegetarians intent on killing all meat eaters), examining biology, home worlds, culture, and society. Also two minor species, the aquatic Inyx and the bipedal Lithkind. *Due July.* $39.00

GURPS Traveller Behind the Claw The Spinward Marches sourcebook. Over 400 star systems are described in detail, essays on the Imperial Nobility, a detailed history, GM info, current events, etc. $39.00

GURPS Traveller Far Trader Develop sector-wide trade routes, start your own character-run business, make contracts, exploit opportunities, learn how to run a commercial starship, run entire mercantile campaigns, including free traders, smugglers, and pirates, etc, 15 character templates. $39.00

GURPS Traveller Star Mercs Now you can run a military campaign! Experience combat and a soldier's life in the 57th century, recruite, equip and organise a mercenary unit; a comprehensive list of weapons and other equipment, and deck plans for the 800-ton *Broadsword* cruiser. $37.00

Harnmaster

FANTASY A fantasy world with an extensive, rich background. **By Columbia Games.**

HARNMASTER RPG 2nd Ed The long awaited 2nd Edition rules for the Harnworld fantasy world setting. This edition has been completely rewritten, with an emphasis on ease and use an fun. The rules are presented in a modular format, with dozens of optional rules that allow you to customize your own level of detail. All pages are printed on cardstock, with extensive use of color. Characters have personal histories and distinct personalities. Skills are derived from character attributes and improve with experience. Combat depends on weapon skills and experience. Does not use 'hit points'. You receive injuries to your body, and these wounds take time to heal. $69.00

Pilots' Almanac Maritime and piloting rules for Harn. With this module it becomes possible for PCs to go to sea and follow a career as a pilot, pirate, or maritime trader, or a combination of all three. With 4 gorgeous color maps. $40.00

HarnMaster Character Sheets Pad of character sheets in full color. $15.00

HarnPlayer Comprised of three parts. The first is an overview of the geography, politics, economics, law, religion, and history of Harn. The second covers the Harnic legends and folklore. The third is a players' Harnic Dictionary, a comprehensive alphabetical reference which players can look up on an ongoing basis. $35.00

HarnMaster Magic Features extensive rules and background for generating and running a Shek-Pvar (mage) character; enchantments and spells for each convocation; optional and advanced spellcasting rules, etc. $53.00

HarnMaster Religion Features extensive rules and background for generating and running a cleric character for each of ten different religions, plus rituals (miracles) for each religion and churches; the ten major deities are explained along with their mythos and churches; etc. $53.00

HarnMaster Bestiary Details later. *Due ?* $?

HarnMaster Military Details later. *Due ?* $53.95

HARNWORLD 2nd Ed This is a realistic medieval environment for fantasy gaming. Using any rule setting, you can now create and plan your own quests and adventures within a complex and detailed fantasy background. Quality, detail and consistency are evident on every page. This two book set includes a stunning color map of Harn, along with an overview and detailed index of the cultures, economics, geography, history, politics, and religions of the island. Also covers Kethira and Lythia with the same detail. $53.00

100 Bushels of Rye Adventure in which the players must investigate the violence at Loban manor and Amba mine, and then if possible solve the mystery. Thevillage of Loban has been mapped and described in some detail. $27.00

Azadmere A dwarf mountain kindgom and city. Includes a color map of this impressive walled city, plans of the city's tunnel network, and history, culture, religion and economics of this region. $29.00

Castles of Harn All eight sites in Castles of Harn include a color local map, interior plans of each castle, and a key to special features in each settlement. $32.95

Castles of Orbaal With a full color map of the Viking Kingdom of Orbaal, showing all major settlements, roads, trails, etc. With an index of political, social, and economic for each settlement. Features four castles in detail including color maps, detailed interiors. $32.95

Chybisa A tiny feudal kindgom in eastern Harn, ruled by Verlid II. Chybisa maintains a fragile independence from Kaldor and Melderyn, both of whose kings have claims on her crown. Includes full color map, history, etc. $27.00

Curse of Hlen An adventure set in the locals of Borin, Hlen, Varaxis, and the city of Nascent Visions, which is a great city in Yashain, fought over by legions of Larani and Agrik for thirty centuries. It is currently held by an ambitious warlord of unknown origin. And Panage awaits yoru arrival... $32.95

Dead of Winter A murder mystery adventure set in a Laranian abbey in Kanday, with rich descriptions of the abbey and surrounding locale. Can your characters find out who is murdering the clerics? $27.00

Kaldor The Kingdom of Kaldor is on the verge of a succession crisis. The aging king has no legitimate heir, and contenders for the throne are jockeying for position. A large color map of the kingdom is included, with political, historical, economic, and cultural notes. $37.00

Kiraz: the Lost City Now and then an adventurer grown brave from too much ale, and greedy from tales of treasure, comes to Kiraz. If he is not enslaved or slain by the Equani or gargun, he may just manage to escape. $27.00

Nasty, Brutish & Short Contains details on the unique Gargun (orc) cultures of Harn, color maps, and interior plans of four Gargun caverns, and six related orc-bashing adventures. $21.00

Orbaal This fragmented and unruly northern kingdom, was a Jarin realm before being conquered by Ivinian vikings. Includes notes on the history and culture of Orbaal, geneological data on the royal clan, and a color page of heraldry for thirty-eight great clans. $32.95

Shorkyne A large feudal kingdom in the south which has maintained her independence, which is falling apart. Scheming, regional lords hold sway over a week throne, only co-operating to repel an external threat. With a full color 21x32" map. $53.00

Heavy Gear

HEAVY GEAR RPG 2nd Ed The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Warfare is mostly restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, striders, grunts, etc. This 2nd Ed includes the simple and elegant Silhouette game engine; complete role playing rules, a detailed world background, a rich setting; complete tactical rules and guidelines for campaigns, scenario generators for quick games; rules to use the tactical system as a hexless miniatures tabletop game; 20 illustration archetypes, illustrated & detailed stats for 8 Gears & 2 Striders. By Dream Pod 9, this is heavily influenced by Japanese anime. $57.00

Heavy Gear: Tactical Combat Boxed Set Contains 36 Gear color stand-up counters, 10 infantry counters, complete rulebook, two Player's Guides, 10 APC counters, 4 full color hex-maps, a detailed campaign book, and and exclusive miniature. Experienced players can still enjoy it because it has 12 new scenarios, plus the stand-up full color counters of Heavy Gears. $79.95

Tac Pack 1: Battle of Two Towers The West Frontier Protectorate has launched an attack against Southern forces. This is a full tactical campaign for the above boxed set, with two brand new regiments, heaps of scenarios, a campaign, two maps, three counter sheets. $37.00

Tac Pack 2: Shadow War A multi-part campaign set in the South early on in the war. Also new map, new counters. *Due April.* $37.00

Duelist's Handbook The ritualised and violent world of Gear dueling. Examines the duties and lives of military, professional and underground duelists, and features three new Gear models, new weapons, new perks, and detailed rules for small scale tactical combat. The city-state of Khayr is detailed as well as 7 PCs. $36.00

Eastern Sun Emirates Leaguebook A land of many contrasts. Some emirs rebel against the mad Patriach. History, society, etc. *Due April.* $35.00

Heavy Gear Character Compendium Personalities and archetypes for GMs to spice up their campaigns. Each character has adventure seeds and links with one another. Also has NPC generator. $39.00

Heavy Gear Desert Hex Maps 4 new desert maps. 2 types. $18.00

Heavy Gear Design Works Presents development sketches and out of print illustrations, displaying the evolutions and functions of the principal vehicles and mechanical systems of the Heavy Gear universe. Lots of full color illustrations. $34.00

Heavy Gear GameMaster's Guide & Screen Perfect companion to Heavy Gear 2nd Ed. Contains a three-fold GM Screen, full color map of Terra Nova, easty to access reference tables, how to handle problem players, random equipment package tables, etc. $36.00

Humanist Alliance Leaguebook Built to provide the greatest good for the greatest number, the Alliance lives with a rigid caste system and near-religious worship of knowledge. But they use extreme measures in their struggle against deviants and the Southern Republic. Has new equipment, sample campaign sets up, etc. $36.00

Into the Badlands Sourcebook Info on the people of the Badlands. Focuses on people and events, and emphasises how their relationships are changing with the move to war. Includes Paxton Arms, new settlements, Rover Gangs, Northern and Southern Forces, Semi-Legendary Sand Riders, etc. $34.00

Life on Terra Nova Sourcebook 2nd Ed Completely updated and revised, with new information. This book gives a complete and gripping history of the Heavy Gear universe, from mankind's early steps in space to the terrible War of the Alliance; an extensive examination of Terra Nova's characteristics from geology to hydrography and each regions flora and fauna; a listing and description fo all city states; heaps of NPCs; cultures and lifestyles; a listing of planets colonised by man in the 62nd century, etc. $44.95

Mekong Dominion Southern Leaguebook three. While the majority of the planet is bracing itself for what seems like an inevitable conflict, the Mekong Dominion is already engaging in all out warefare. Its merchants are doing huge business with enemies and allies, helping make the Dominion extremely wealthy. $37.00

Mini Heavy Gear This is like the old Mini Car Wars. It is a complete game of Heavy Gear mecha combat, printed on a full color, double sided sheet, which includes shortened rules, 8 counters of heavy gear, rules, and a small map. It plays by itself, you don't need any other rules. (You need a few D6 dice.) $1.00

Northern Guard The main armed force of the North and leading the fight against the Southern Milicia. The Guard fields a devastating combination of Gears, armor and infantry. Details on over 70 standard squadron types, for gears, striders, infantry and armor. Seven new Gear and tank variants. Background info, etc. $38.00

Northern Lights Confederacy Sourcebook Travel to the true north in the first Heavy Gear League sourcebook. Gives complete details on the NLC, which is torn apart by a powerful religious conflict. Includes details on Sorrento Revisionism, all 14 Norlight city-states, warrior monks, Henema Police Quick Response Teams, etc. $32.00

Northern Vehicle Compendium One This first volume contains the Gears and striders originally found in Field Guides N1 and N2, along with all the weapons and flaws found in these two books, and a wealth of new material. Has fifteen heavy gear classes, seventy vehicles, two strider classes. $46.00

Northern Vehicle Compendium Two Tanks and Artillery. Mighty battle tanks and artillery platforms bring unprecedented firepower to the battlefield, which APCs carry troops to the front. Covers over 20 vehicles with record sheets. $32.50

Northern Vehicle Record Sheets One Companion to the Vehicle Compendium. Provides record sheets for 86 widely deployed Gears, 8 Combat Striders, 10 vehicle prototypes, and also has variants. $35.00

Southern Republic Army List The Southern Republic is a sweeping land gifted with natural beauty and a prosperous civilisation. It is also an imperialist league formed upon supremacist ideologies whose history is steeped in the blood of the conquered. A look at the power behind the might of the Southern Republic. History, ranks, traditions of the armed forces, stats on new republican vehicles and equipment. $42.50

Southern Republic Sourcebook Complete details on the most powerful of the four Southern leagues of Terra Nova. Geography, history, economy, and society, including details on all its city-states. $36.00

Southern Vehicle Compendium Two Tanks and Artillery. Mighty battle tanks and artillery platforms bring unprecedented firepower to the battlefield, which APCs carry troops to the front. Covers over 20 vehicles with record sheets. $32.50

Southern Vehicle Record Sheets One Companion to the Vehicle Compendium. Provides record sheets for 83 widely deployed Gears, 11 Combat Striders, 10 vehicle prototypes, and also has variants. $35.00

Tactical Air Support Covers everything not included in the primary rulebook, from air war tactical rules (movement, special manoeuvres, altitude) to dogfighting (one-on-one aircraft combat). It also includes all the necessary aircraft design and maintenance rules, new weapons, new perks, flaws, and twenty different aircraft types, and NPCs. $36.00

Tactical Field Support Contains the all-new skirmish scale, a detailed advanced combat initiative system for small unit actions, advanced artillery rules, advanced minefield rules, eight new support weapon systems, and game stats for 25 battlefield support vehicles. $36.00

Technical Manual 2nd Ed Provides full background and development information, technical illustrations and complete rules for using, repairing and modifying technology. Consolidates the entire Vehicle Design System in one location and updates it to 2nd Edition standards. $47.95

The New Breed: Battle Before the Storm Based on the Heavy Gear Computer Game, this book describes the game's landships and provides insight as to their crews and capabilities, as well as giving background material. Contains an 8 page color section with cutaways, sketches, and screen shots from the game. $47.50

The Paxton Gambit A Heavy Gear campaign. Follows on the storyline from Crisis of Faith. The only thing which can save the Peace River City-state from scandal, assassination and terror is a small cadre of peace officers. Has fully fledged scenarios, source material, a history update, and new gears stats. $29.00

United Mercantile Federation Leaguebook Beneath the UMF's civilized and cosmopolitan veneer lies a ruthless heart that seeks to dominate allies and enemies alike. To these guys, business *is* war. $35.00

Heavy Gear Storyline Books

Crisis of Faith: Story Book One Traces the events on Terra Nova from TN 1933 through TN 1935. The planet lurches toward a global conflict and the words of Terranovans themselves betray their machinations and true intentions. Includes letters, private conversations, official reports. $34.00

Blood on the Wind: Story Book Two Investigations continue into the death of Thor Hutchinson, the leader of the Revisionist faith. But the reigning chaos in the Eastern Sun Emirates and Humanist Alliance could plunge the world into deadly war. Mighty armies clash at the poles and throughout the Badlands, reducing peaceful communities to smoking ruins. $33.00

Heroes Unlimited

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. **By Palladium.**

HEROES UNLIMITED 2nd Ed The revised Second Edition. Virtually every type of hero imaginable, whether inspired by comic books, pulps, novels, film or television, is waiting to be created and played. Features over 100 super abilities, scores of sub-powers, 40 Psionic powers, 100 magic spells, enchanted weapons and objects, robot and cyborg creation rules, super-vehicles, alients, mutants, wizards, super-geniuses, vigilantes. 352 pages. $47.50

Heroes Unlimited GM's Guide Everything a GM or player could desire, with guidelines, reference information, playing tips, optional rules, clarifications, additional equipment, new characters, several adventures and adventure ideas. *Due May.* $39.00

Mystic China The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. $34.00

Hidden Invasion

HIDDEN INVASION RPG It has taken us over a year to obtain more stocks of this X-Files style game, but at last, we found it! Mysterious lights appear in the evening skies. Strange sightings in remote parts of the world. Men in black harassing innocent people about what they have seen. Alien beings threaten our world. Humans are used for genetic experiments. The game details the alien races active on Earth, as well as their technology, underground bases, secret networks, human co-conspirators, and who the aliens have under their control! On special.... $18.00

Hol

HOL Human Occupied Landfill. An adults only RPG by White Wolf. full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. $25.50

Hong Kong Action Theatre

HONG KONG ACTION THEATRE RPG The world of blazing guns, flying fists and flashing blades. All the action of the action movies we see out of Hong Kong. With a ground-breaking new style of play that simulates every aspect of the action film, and produced in association with the Hong Kong film industry. In each adventure your character remains the same, whether a cop, a gangster, even an assassin. Does anybody really remember the different names of the characters played by Jackie Chan? No way! It's just a "Jackie Chan" movie. Features full source material for settings of Hong Kong and China, and profiles Jackie Chan, Bruce Lee, etc. $37.00

In Nomine

IN NOMINE RPG They are very much like us. Some seek to do good, others corrupt and destroy. Some set out to do one thing, but accomplish another. Some are fiercely devoted to their work. Some doubt that they really make a difference. And some wonder, in the small hours of the night, if they picked the right side. They have greater powers, for good and evil, but they are merely pawns of greater powers still. This is the much awaited RPG of angels and demons in a perpetual battle for the future of mankind. Based on two French RPGs. Full color throughout, 208 pages. By Steve Jackson Games. $45.00

In Nomine Hardcover RPG Exactly as above, except with a hardback cover. There are two versions - you can choose white or black. $57.00

Angelic Player's Guide History, laws, and Choirs of angels, also the dark paths that can lead them to a fall from grace. Expanded angel descriptions, 4 new campaign concepts, etc. $37.00

Infernal Player's Guide Everything you wanted to know about demons - their history, laws, the Bands they belong to and the Princes they serve..even the paths that can lead them to redemption. Also mixed campaign concepts, renegades, creation guide. $37.00

In Nomine GM Pack GM Screen plus an adventure for three to five Celestials, angelic or diabolical. $21.50

Liber Canticorum The Book of Songs. Over 300 new songs, sacred and profane. Songs are precious melodies already playing in your soul…but only a precious few can hear them. 128 pages. $37.00

Liber Castellorum The Book of Tethers (celestial outposts on Earth). Learn how these Tethers form, grow and die. Learn how to protect yours, while destroying the enemies, also how to create Tethers, staff them, etc. $37.00

Liber Reliquarum Has everything you'll need to put artifacts in your campaigns. Discourses on the nature of artifacts and their place in the world, enhanced rules for artifact creation, over one hundred new relics, and two adventures, etc. $37.00

Liber Servitorum The book of Servitors. Has over 120 angels, demons, ethereal spirits and humans, all described with character stats, story backgrounds, which can be used as NPCs or PCs. *Due late April.* $37.00

The Revelations Cycle

Revelations #1 Night Music Includes an adventure The Demon Prince of Rock & Roll, looks at the Archangel Laurence and Demon Prince Saminga; two new Superiors, expanded rules for soldiers, saints and the undead, ideas for adventures, etc. $36.00

Revelations # 2 The Marches Just be careful what kind of dream you have! The Marches is a vast dreamscape, ruled and fought over by Blandine and Beleth. Every mortal soul visits the Marches every night in slumber. $36.00

Revelations #3 Heaven & Hell Details the architecture and inhabitants of heaven and hell, including Dominic, Yves, Asmodeus, Kronos, Zadkiel, and Mammon, with many adventure ideas. $36.00

Revelations # 4 Fall of the Malakim The Malakim, purest of the angels and Heaven's ultimate weapon in the War, have never fallen. Most believe they can't. But in Los Angeles, a demon controlled cesspool selfishness and cruelty, something awful has happened and the truth may shatter the millennia old balance between good & evil. Includes an indepth look at Los Angeles and its celestial denizens $36.00

Revelations # 5 Final Trumpet Follows on from Night Music and Fall of the Malakim. The forces of darkness are trying to bring on Armageddon, a final battle that will engulf the whole world, but some infernals are opposing it while some angels are helping it – it is a time for everyone to take sides. $38.00

Jovian Chronicles

SCIENCE FICTION A complete Science Fiction adventure based on Japanese anime, brought to us by **Dream Pod 9.**

JOVIAN CHRONICLES RPG Silhouette Edition Tensions continue to rise between the Jovian Confederation and the Central Earth Government. Jovian President announced that Jovian Armed Forces will be increasing patrols in the Belt region through to the orbit of Mars. Earth responded by placing its fleet on high alert and placing new limits on civilian travel. War is expected before the end of the year. This is a complete game, using the Silhouette system found in Heavy Gear, about conflict in our solar system in the year 2210 AD. These rules contain everything required to play, including a detailed description of the Jovian Chronicles universe, the Silhouette roleplaying and tactical system, and a set of realistic vector-like space movement rules that are fast and efficient. Has more than 12 pre-generated vehicles. With full color pages. $54.00

Chaos Principle A large Jovian battlefleet arrives at Mars to protect the Confederation's sometime ally, the Martian Free Republic. But a fleet from Earth has come to support the Martian Federation, and soon both sides are seen scrambling for their fighters and exo-armors.The first Campaign Sourcebook. Contains all the vehicle designs, source material and info needed to play an extended campaign. $40.00

Jovian Chronicles Blueprints A set of eight highly detailed 19" x 15" blueprints covering the common warships of the Jovian Armed Forces. Full deck plans and layout diagrams. $21.00

Jovian Chronicles Companion Contains advanced rules and specific cases for those who want to take their characters and campaigns a step further. Additional background info, complete Silhouette vehicle and weapon design systems, etc. $44.00

Jovian Chronicles Mechanical Catalog There are a wide variety of vehicles in this book: exo-suits small enough to be used inside ships and bases; exo-armor, fighters, and space ships; and service and civilian vehicles such as repair robots. With stunning illustrations and background information on each item. $42.50

Jovian Gamemastering Made Easy Tips and tricks to help GMs with their campaigns, tools for designing campaigns, blank character & record sheets, & sturdy 3 fold screen. $34.00

Ships of the Fleet Vol 1 - Jovian Confederation Details the fleets of the mighty Jovian Confederation, this book covering three new ships, a destroyer, a patrol carrier and a supply tender. All ships have deck plans, schematics, illustrations, background info, tactical combat tips, reload and repair times, etc. $42.50

Ships of the Fleet Vol 2 - Jovian Confederation Details the fleets of the mighty Jovian Confederation, this book covering new ships. All ships have deck plans, schematics, illustrations, background info, tactical combat tips, reload and repair times, etc. The five ships covered here are a frigate, transport, battleship, carrier and cargo vessel. $39.00

Killer

Killer The game of assassination by Steve Jackson Games. This is the exciting live roleplaying game for intelligent, creative and slightly uncivilized people who want to knock off their friends without hurting them. You use water pistols, water balloons, pillows, rubber snakes, peanuts, etc, to hunt down and take out all the other players, until only one is standing. Includes 16 advanced scenarios as well as the basic game. Also hundreds of gadgets, strategies, etc. $28.00

Kingdoms of Kalamar

Kingdoms of Kalamar This boxed set is a complete fantasy campaign setting - the lands of Tellene, a world filled with powerful sorceries, strange races, clashing armies, deadly politics, chivalrous heroes, scheming villains, and much more. Set includes a 100 page book of a history of the peoples and nations, including the vast savanna of the Drhokker Horse-lords; a 88 page guidebook of deities and religions, secret organisations, etc; and a full color 36" x 48" map, one of the finest I've seen. You can use this setting with any fantasy RPG. (It cannot be played by itself.) $45.00

Mythos of the Divine and Worldy Kingdoms of Kalamar Vol II. 88 page guidebook describing 44 deities and religions of Tellene. Also details secret organisations, rune-sets for 11 languages, etc. $18.00

Secret Temple of Adajy The evil artifact known as the Orb of Midnight has been freed from its secret prison, religious fanatics disrupt the peace, the Prince's scout troops are missing, and more! $16.00

Sourcebook of the Sovereign Lands Kingdoms of Kalamar Vol I. 100 action-packed pages detailing the history of the peoples and nations of Tellene. From the Vohven Jungle to the vast savanna of Drhokker horse lords, with adventure hooks and a detailed essay on medieval cities. $20.00

Tragedy in the House of Brodeln The Duke is assassinated, the Prince has disappeared, and his son is threatened. You have to find the Prince, and your search will take you through a town, wilderness, and a dungeon, all covered in great detail. Includes 56 pages of background, NPCs, 8 maps, etc. $15.00

Kult

KULT 2nd Ed RPG Reality as we know it is a lie, an illusion fabricated to keep humanity at bay and prevent our awakening. Behind its facade something vaster and darker awaits - the true reality. The laws of nature prove to be weaker, and magic is a reality. A world where human wickedness mingles with terrors from other parts of a true, unseen reality. The evil that humans do corrodes the boundaries of reality and admits creatures from the other side. These creatures eventually enslave and consume the very people who foolishly conjure them up. Throughout the game, players are kept in the dark about the reality, only the GM knows what is really happening. For mature players only. $51.00

Beyond the Boundaries Spells for the lores of death and time and space. With alchemy, astrology, numerology, etc. $30.00

Heart, Mind & Soul Spells for the lores of passion, madness, and dreams, also cabbalah, symbolism, etc. $30.00

Metropolis This is a never-ending city of chaos and destruction, a city composed of the most deplorable features of our own cities' slums and back alleys, concealing secrets far more shocking than we could ever conceive from watching the world we call our own. $37.00

Legend of the Five Rings

ORIENTAL FANTASY A semi-historical fantasy RPG set in Japan, based upon the trading card game *Legend of the Five Rings.* **By Five Rings.**

LEGEND OF THE FIVE RINGS RPG A 250 page hardback book that brings us the roleplaying game based on the popular trading card game. Welcome to Rokugan, the Emerald Empire of a fantasy medieval Japan. Rokugan is a place of mystery and wonder, inspired by the legends of feudal Japan and other places in the far east. It's a world of samurai and ninja and spellcasting shugenja, where dragons soar the skies and danger lurks in every shadow. In this game you take the role of one of those legendary figures in search of honor, glory and adventure. Includes a complete beginning adventure to teach you the rules, simple character generation & flexible rules. Covers the Crab Clan, Crane, Dragon, Lion, Phoenix, Scorpion and Unicorn Clans, ronin, and hordes of monsters & creatures. $55.00

City of Lies Amid the rolling hills and gentle plains of Rokugan rests a city whose walls are as green as jade. Located in the heart of the lands held by the secretive Scorpion Clan, the city is Ryoko Owari Toshi, Journey's End City, the darkest lair of intrigue and villany in the Emerald Empire. Dark secrets, hidden treasures, sinister vices, etc. Contains 2 maps, 3 books, and 2 booklets. $54.00

Game Master's Survival Pack L5R Helps you to run a smoother campaign, organize cities and grand sweeping adventure plots, with lots of guides and tips. *Due June.* $30.00

Legends of the 5 Rings GM Pack With a full color GM screen, advanced mass combat rules, and an adventure, The Hare Clan, where the Lion Clan has asked the heroes to recover a scroll in the possession of the Hare Clan. But the Scorpion Clan is also after the scroll, and they will stop at nothing to obtain it… $27.00

Merchant's Guide to Rokugan From the secrets of the Unicorn caravans to the unseen influence of the Yasuki traders. Details on merchant character creation and campaign running, the Crane-Yasuki wars. $37.00

ShadowLands Sourcebook Beyond the barricade of the Kaiu Wall lies the twisted, poisoned region known as the Shadowlands. Here, the evil of a fallen god warps and contaminates the land and all who dare tread there. Honorable samurai have been driven mad, their bodies disfigured and their spirits crushed. Foul creatures such as goblins, ogres, trolls and oni roam the region, as well as mujina and zombies. 160 page hardback sourcebook. $47.50

Tomb of Iuchiban Iuchiban has been trapped in his secret tomb, guarded by the most fearsome traps devised, but an ancient cult is trying to release him to go on a rampage of evil. Your small band of samurai must prevent this, which will require you to enter the evil tomb. With an adventure, complete coverage of the tomb including maps, room descriptions and pictures, 12 room tiles, a history of the Bloodspeakers Cult, and character descriptions. $55.00

The Tao of the Naga Details the history, background and culture of Rokugan's most mysterious race…the Naga. Has their culture before and after the Great Sleep. *Due May.* $28.50

The Way of the Crab For 1,000 years the brutal Crab Clan has guarded the borders of Rokugan from the horrors of the Shadowlands. Now learn what drives the Emerald Empire's grim defenders and discover the tactics they use to keep their unholy foes at bay. Learn the untold legend of Osano Wo. $28.50

The Way of the Crane Surrounded by opulent splendor, the Crane have created a world of culture, beauty and virtue. For ten centuries they have followed the path of honor and loyalty to the Emerald Throne. Discover the intricacies of Rokugan's most noble clan. Courtiers, Kakita Artisans, Iron Crane Daidoji, etc. $28.50

The Way of the Dragon The isolated Dragons have always been an enigma to the rest of the Empire. Now, you can learn what drives this mysterious clan. Includes background and history of the major Dragon families, details on their magic, and rules for playing one of the famed tattooed men. $28.50

The Way of the Lion For a thousand years they have had a single purpose - protect the Emperor…at any cost. Gives the history of the Lion Clan, including their most important battles, and the generals fought them: new character rules; warfare in Rokugan; new skills, techniques, etc. $28.00

The Way of the Phoenix Guided by prophecy and ruled by an enigmatic Council of Five, this clan wields magic that defies comprehension. In a land of discord, they are a force of peace. With their history, character creation, secrets, spells, & the Ronin Isawa. $28.00

The Way of the Scorpion "We are not misunderstood. We are just evil." The villainous Scorpion have made certain their reputation has remained untarnished throughout Rokugan's history. But are the masters of deception really who they want you to believe they are? Also rules for advanced poisons, the Shosuro Assassin, etc. $28.00

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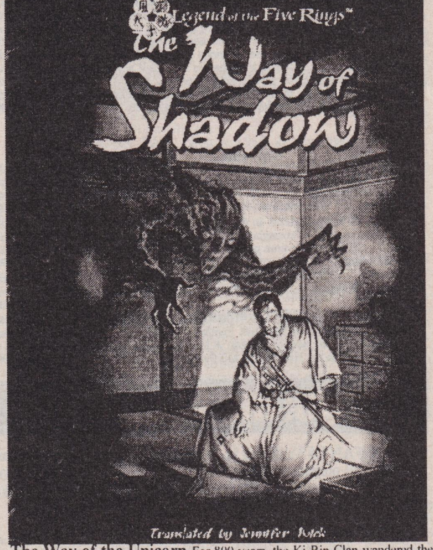

The Way of the Unicorn For 800 years, the Ki-Rin Clan wandered the wastelands outside of Rokugan. When they returned, they were the Clan of the Unicorn, armed with barbarian magics and tactics. Discover the secrets of this exotic clan! Includes new battle rules for Otaku Battle-Maidens. $28.50

The Winter Court The winter storms and snow forces the armies of the land to rest their weapons. But in the court of the Emperor, the most powerful courtiers, diplomats, bushi and shugenja have gathered, hoping to seize the Emperor's favor for the coming year. Treachery and deceipt abound. $37.00

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Adventure Supplements

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Each Character Travelogue has a deluxe 12 page character sheet, honor and glory award records, Akodo's Code of Bushido, pages dedicated to spells, techniques, tattoos, etc, and, heaps of blank scroll pages on which to write your characters exploits!

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Lion Clan Character Travelogue	$4.00
Phoenix Clan Character Travelogue	$4.00
Ronin Character Travelogue	$4.00
Scorpion Clan Character Travelogue	$4.00
Unicorn Clan Character Travelogue	$4.00

Macho Women with Guns

Spoof A sling off at other RPGs and common sense in general. **By BTRC.**

MACHO WOMEN WITH GUNS RPG 2nd Ed I'm extremely embarrassed by this, but it's true. Macho Women is back in stock. If you are tired of storytelling and diceless angst, and just want to go out and blow the living daylights out of something, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherent sentencess. $15.00

More Excuses to Kill Things Pre-designed adventures, scenarios and a solo adventure to twist your brains into putty and your characters into greasy spots on the carpet. More monsters, more gimmicks, more ways to turn mindless mayhem into experience points. $15.00

Guns, Guns, Guns Lets you design custom weapons for any roleplaying system, also detailed conversion guidelines for transfering weapons from one system to another. $27.00

Maelstrom

MAELSTROM RPG Before the Great Equinox there was an Empire. In the Empire all things were good. The world didn't shift around, and the shrikes were far away. There were great machines and ships that flew in the sky. The storm was tamed and the Empire brought th whole world together with obelisks and roads. But all of that is gone now. The storms tore it all apart. The setting of this game is a rich world of shifting realities, all tied together by the same storm. Home to alien cultures, Leonardan magic, gunpowder and pseudo-science, it caters to many different styles of play. From piracy on the high seas of the Outer Crescent to illegal duels at the Queen's Amphitheater, the setting touches on magic, science and the world of dreams. Game focuses on storytelling. $46.00

Tales from the Empire A guide to the city of Diodet, a city gone mad! Ruled by a quen who's been missing for 500 years, and run by a caphir that no one has ever seen. Diodet is lost in an insular world of parlor games and denial. A city of politics, adventure, romance and intrigue. All in the shadow of a ruined empire. $30.00

Mage: Sorcerer's Crusade

MAGE: THE SORCERER'S CRUSADE RPG Blades clash and spells blaze forth as the Council of Nine Mystick Traditions comes together to preserve the ways of Magick. Against them, a united Order of scholars, visionaries and monster-slayers struggles to illumine the world with Reason. Magick has gone mad, and a terrible Scourge punishes those who pursue its Mysteries. Hardcover book which can be played as a complete rolplaying game by itself. The forces of magick, faith and reason clash in this epic game of Renaissance intrigue. As the cannons of the Technocrats blast mystick covenants, the battle is joined in unknown lands and shadowed corridors. Is the future set? Can magick be saved? Travel from the New World to the Far East to distant cosmic worlds in this prequel to Mage. Contains dozens of magickal societies, mythic beasts, setting systems and lost secrets. $46.00

Artisans Handbook Details Daedalean guilds and skills, politics among the lodges, and the theories of the reasoning arts. With High Magick machinae and devices; & systems & hints for those inventions that go awry. $28.00

Bygone Bestiary Here be dragons! And unicorns and gryphons and other, darker things. Descriptions, folklore, roleplaying hints and systems for dozens of magical and mundane creatures. Can also be used with Mage: The Ascension, Changeling and Vampire: Dark Ages. $30.00

Castles & Covenants In the Dark Fantastic age, a sorcerer's home is his castle. This is guide to strongholds, the magi who reside there, and the ins-and-outs of castle life in this time period. Also allows you to design a fortress-home for your character. $34.00

Crusade Lore The essential storyteller's screen, plus a 72 page book with even more important rules and information that could not be crammed into the rulebook. $28.00

Sorcerer's Crusade Companion A complete look at the cultures, customs and politics of the Dark Fantastic World. New rules for fencing and using magick in the heat of combat. A look at nations outside of Europe – take your characters to the New World and the Far East. *Due May.* $28.00

Mage: the Ascension

DARK FANTASY Third in White Wolf's immensely popular series. The players take the roll of magicians in a modern day setting. As always, the emphasis is on role play, not rule play. **By White Wolf.**

MAGE: THE ASCENSION 2nd Ed A world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. Against the shadowy Gothic-punk backdrop, mages with vision, purpose and mystick power strive to force back the hand of darkness and the rigid will of the Technocracy. Sinister Nephandi, wild Marauders, implacable Technomancers and the enigmatic Umbrood oppose your every step, but the ultimate enemy in this War for worldwide Ascension is within. Do you control your power or does it control you. This 2nd Ed hardcover updates two years of rules additions, and has greater background. $47.50

Beyond the Barriers: The Book of Worlds Pass through the Gauntlet, wander past the Penumbra, and encounter an infinity of worlds floating just beyond consciousness. Heavens, hells, paradox realms, chantries, umbral reflections and mysterious Zones spin in the unmappable dance of creation. Push on through the Horizon, and endless space becomes your playground. Just watch your step... $40.00

Book of Shadows Mage players guide, including new Traditions, rotes, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. $32.00

Destiny's Price An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings, and can be used with Mage, Vampire, Werewolf, Wraith, and even Changeling. $25.50

Digital Web 2.0 Cyberpunk is dead! Not so very long ago, a tragedy opened the doorway to a realm of impossibilities, a new creation where thought was power. More recently, the Virtual Adepts and their Technocratic rivals have waged a subtle war to control this Zone. Barely a year ago, a massive crash wiped the system & thrashed hundreds of Webspinners. Presents the Internet White Wolf style, new rules, rotes, gadgets, realms, plot ideas. $30.00

Dreamspeakers Tradition Book. Formed as a compromise, shunned as throwbacks, the Dreamspeakers emerge from the mists to guide the world to an awareness of its ills - by force if necessary. From their uneasy beginnings to their resurgence in the modern era, they have walked a steady road. $17.00

Guide to the Technocracy Hardcover guidebook that lets you play Technocratic agents. Has the plans and history of the union; the means to restores the Technocracy's original mission. *Due August* $48.00

Hidden Lore: Mage 2nd Ed Screen & Sourcebook All the charts you need for your Mage chronicle can be found within this fold-out screen - combat tables, easy reference Sphere sheets, character creation steps and more. The enclosed booklet also includes a selection of goodies for players and Storytellers alike. $25.50

Horizon: The Stronghold of Hope 500 years ago mages created a sanctuary separate from earth - a place that floated between what was and will be. But now poisoned politics and intrigue stalk through it's halls. $25.50

Loom of Fate Characters find themselves woven into a pattern of tragedy and usury where free will threatens the Tapestry. $17.00

Mage Chronicles Volume 1 Features The Book of Chantries and Digital Web. With vital information for storytellers and players alike on establishing laboratories, workshops and hideouts - the places a mage needs to master his magick. $38.50

Mage Chronicles Volume 2 Features Ascensions Right Hand, the last in the Year of the Ally Series, and Halls of the Arcanum, core rules for playing ordinary people who stand and fight against the sorcerers of the World of Darkness. $34.00

Tales of Magick: Dark Adventure Story ideas for high adventure in the World of Darkness. Earthshaking events in the world of Mage, character templates, cool toys, classic bits, etc. 84 pages, $28.00

Technocracy: Assembled Vol I Three out of print Technocracy books: Technocracy Iteration X, Technocracy New World Order and Technocracy Progenitors. The Technocracy strives for its own brand of Ascension - in the technocrats' ideal world, order rules, creativity is outlawed and the human soul is dead. $34.00

Technocracy: Syndicate Reality's for sale, so have your credit card ready! Behind a facade of organised crime, the credit-card convention waits with hands outstretched. Purse strings, puppet strings - they're all the same to the Syndicate. $17.00

Technocracy: Void Engineers Something's out there...and the Void Engineers are sworn to track it, explore it, and if need be, exterminate it. Deep sees, deep space, alternate dimensions, virtual reality. With a fully detailed Umbral Cruiser and its crew. $17.00

Technomancers Toybox We uncover dozens of gadgets, widgets, inventions and killing machines from the vaults of the Virtual Adepts, Sons of Ether, Technocracy, etc. $25.50

The Book of Madness A bestiary for Mage, exploring the darker reaches of magick's touch. It presents the forces of Chaos itself, for players to fight and Storytellers to champion. $28.00

The Orphan's Survival Guide The player's guide for playing an orphan, including sects such as the Hollow Ones and Bitch Queen Vannoy and her network of Awakened misfits. New powers,gutter magic, rules, etc.. $29.00

Traditions Gathered: Songs of Science Vol 1 Reprints Virtual Adepts, Sons of Ether, Order of Hermes. These vital character sourcebooks define the very paths to magick and transcendence itself. $37.00

Traditions Gathered: Songs of Science Vol 2 Reprints *Verbena, Cult of Ecstasy* and *Dreamspeakers*. The Council of Nine Traditions has stood for centuries as humanity's best hope for survival and freedom. Together, the Traditions have strength, unity and power, but divided, they fall. $37.00

Traditions Gathered: Swords of Faith Vol 3 Reprints Akashic Brotherhood, Celestial Chorus, and Euthanatos. *Due July.* $37.00

Sorcerer A World of Darkness book. Presents systems and paths, merits and flaws, for Hedge Magic and Dark Sorcery, a host of secret societies, lore and templates. $27.00

The Book of Mirrors A Storytellers Guide for Mage. Covers situation by situation storytelling, developer's FAQ, secrets of the Ascension War, sample characters; a step-by-step chronicle history, index to Mage books, rules & magicks, etc, for this world loaded with dangers and intrigue. $30.00

The Chaos Factor A cross over adventure for Mage, Werewolf, and Vampire, in which Samuel Haight, the arch enemy of all Garou and target of the Verbena, has latched onto a secret that could begin Gehenna. All over the world of Darkness, mages, Kindred and Garou rush to intercept him. Some would kill him, others would aid him. $25.50

The Fragile Path A collection of stories, songs, poems, artwork, background info, conspiracies, etc. The paper is very thick and textured. $17.00

The Sons of Ether Tradition Book From the fringes of science and magic, the Sons of Ether carve mad wizardry and bizarre technology. By funnelling their wild theories through technomagick, the Sons blast the static truths of the Technocracy into ruin. $17.00

The Technocracy: Progenitors The sourcebook which explores the motivations and powers of the Technocracy, the fractious organisation that controls humanity's will. $17.00

MAGE NOVELS

1. Tower of Babel Max Zorn is an Inquisitor for the Theocracy - and he was accidentally created by an author, Ron Church, who has magickal abilities. When the two meet, both of their worlds are shattered. $10.00

2. Through A Glass Darkly Set in three different time periods, this is a journey through the pages of history that have defined man's views on faith, science and mysticism. *Due ever?* $10.00

The Horizon War Trilogy

1. The Road to Hell The battle for reality itself ignites as mages of all stripes vie for the fabled Horizon Realms, the dimensions juxtaposing Earth and...elsewhere. A villain from the mages' past returns to claim his legacy. $11.00

2. The Ascension Warrior What link is there between the sudden obtaining of self-awareness and subsequent disappearance of the AW clone, and a mysterious figure arising, a being of incredible, inhuman power. Can he resolve the Horizon War? $11.00

3. The War in Heaven The mages of the Nine Traditions and their sworn enemies, the Technocracy, find themselves under attack by the Ascension Warrior. Two horizon realms have already been obliterated. $11.00

Marvel Super Heroes

SUPER HEROES The famous super heroes from the Marvel Comics series. **By TSR.**

MARVEL SUPER HEROES Adventure Game The Marvel comic universe comes alive in a new adventure game. Now you can play Spider-Man, Wolverine, Iron Man, and others as you dive into the awesome action and madcap mayhem that make Marvel comics number one. Play your favorite heroes or create new ones. Includes basic rules with advanced options, an introductory adventure, a narrator's guide, catalog of superpowers, a roster of Super Heroes and Super-Villains with official game stats, and a Mighty Marvel Fate Deck for resolving all the action! $46.00

A Guide to Marvel Earth Researchs, analyzes and compiles a full listing of all specialized sites, special-issue weapons depots, special research facilities, and headquarters associated with superpower teams & people. $29.50

Avengers: Masters of Evil This epic adventure featuring the Thunderbolts pits the Avengers against the ultimate team of Super Villains in a fight to the finish. $16.00

Avengers Roster Book Features all the info you need to incorporate the Avengers, their friends, and their foes into your adventures. Includes heroes from Marvel Super Dice. Overviews the Avengers' history, equipment, etc. $33.00

Fantastic Four Roster Book More than 100 friends and foes of the Fantastic Four, descriptions and game stats. 144 pages. $35.00

Fantastic Voyages Journey from the depths of the ocean to the farthest reaches of space with the Fantastic Four. The adventures include Dr Doom, Galactus and Skrulls. $16.50

Marvel Team-up Roster Book Spider-Man, Iron Fist, Daredevil and other lone wolves of Marvel Manhattan step out of the comics and into the MSH game in this collection of heroes, villains, etc. *Due Sept.* $35.00

The Reed Richard's Guide to Everything Explains how things work in the Marvel universe in an entertaining and visual fashion. Includes optional rules and full color section. *Due July.* $31.50

X-Men Roster Details on the Uncanny X-Men, Excalibur, Generation X, Alpha Flight, and other teams of mutant heroes and villains. Descriptions and game stats on over 100 characters. $36.00

X-Men: Who Goes There An anthology of adventures, presenting a grand saga of deadly danger and doom for the Marvel universe, engineered by the sinister Brood. $18.00

Mechwarrior

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. **By FASA.**

MECHWARRIOR 2nd Ed. The complete role playing game set in the BattleTech Universe. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. $27.00

MECHWARRIOR 3rd Ed. The complete role playing game set in the BattleTech universe. Revised with a completely new game system, this edition features fast-playing rules and colorful fiction. *Due July.* $46.00

1st Somerset Strikers The TV animated series. The series features Adam Steiner, leading a ragtag group of mercs called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art. $30.00

Comstar Sourcebook Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new 'Mechs and ComStar character archetypes. $27.00

Jade Falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs. $25.50

Living Legends An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeopardise a spying mission vital to the Inner Sphere. The PCs must investigate the mysterious arrivals to determine whether they are friends or deadly new foes - while staying one step ahead of the Clans. $17.00

Mechwarrior Companion Guidelines for creating and running an extended military campaign are featured, as well as a wide variety of settings and themes for making your games unique. New skills, advantages, and equipment are included, along with a system for combining BattleTech and Mechwarrior that puts your character in the cockpit for thrilling first-person combat. $25.50

Royalty & Rogues Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's ruler seems powerless to stop these marauders. Fearful and furious, Bryceland's citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep Bryceland from civil war - Samantha Davion-Harland, but she's been abducted by the pirates. Its up to you mercs to find and bring her back. $17.00

MECHWARRIOR NOVELS

Warrior Trilogy

1. Warrior: En Garde At last, the magnificent trilogy by Michael Stackpole is being reprinted. The betrothal of the Archon-Designate Melissa Steiner to Prince Hanse Davion of the Federated Suns, sparks off the Fourth Succession War. Things become even more complicated when Melissa Steiner is hijacked. $13.00

2. Warrior: Riposte Maximilian Liao's plan threatens to rip the Federated Suns asunder. He has joined with Duke Michael Hasek-Davion and Justin Xiang, a former Davion officer. And interstellar legend Yorinaga Kurita has returned to stake his claim as the most bloodthirsty warrior of all. $13.00

3. Warrior: Coupe The minions of Liao is about to cripple the Federated Suns, assassins stalk Melissa and Katrina Steiner, and the Kell Hounds play search and destroy with the most fearsome Kuritan unit ever formed. . $13.00

Return of Kerensky Trilogy

1. Lethal Heritage Its back! The first novel in the Blood of Kerensky Trilogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the Innersphere - the Clans! Nothing the Innersphere has can stop the Clans awesome mechs and Elemental infantry. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle. By Stackpole. $12.00

2. Blood Legacy The Clan invaders have declared an assault on the Draconic Combine. Hanse Davion is handed an opportunity - will he take advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Comstar up to by helping the Clans? $12.00

3. Lost Destiny The Innersphere is a wreck. Heirs are missing or dead. Realms are overrun. The Clans are closing in on their prime objective - Terra itself. Now the Innersphere's only hope lies with the very men who betrayed them - Comstar. $12.00

Miscellaneous Titles

1. Decision at Thunder Rift 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how? $8.95

2. Wolves on the Border Set in the 3020s, Minobu Tetsuhara, a Kuritan Mechwarrior, saves the life of Jamie Wolf of Wolf's Dragoons from an ignoble death, creating a powerful bond between them. But a Warlord's hatred sets them against each other in a ferocious Mech battle on a miserable ice world. $9.50

3. Heir to the Dragon Set in the 3020s, this is a reprint of an old title. It is time for Theodore Kurita to consider to taking upon himself the mantle of leader for the Draconis Combine, but matters become desperate when Hanse Davion invades the Combine, intent on conquest. $11.00

5. Natural Selection A new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them? $8.95

6. Bred for War It's back in stock! By Stackpole, this novel is gripping and has an ending you won't expect. Prince Victor Steiner-Davion uses a double to replace the boy Joshua Marik when the boy dies, but Thomas Marik learns of this and begins a war with the Federated Commonwealth. And to top it off, the Clans are back with a vengeance. $11.00

7. Ideal War Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson. $8.95

8. Main Event Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons. $8.95

9. Blood of Heroes It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye

Rangers to do the job. With an elaborate plan, they assault Glengarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle? $8.95

10. Assumption of Risk By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle Tormano Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping. $8.95

11. The Far Country A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech mercs, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Ewoks. $8.95

12. D.R.T. Part two in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up going head to head with the Nova Cats, both 1st & 2nd Line units. $8.95

13. Close Quarters The Cabelleros sign on to protect Theodore Kuritas corporate-mogul cousin, They think it is a low risk, high paid job. But danger lurks among the looming bronze towers of Hachiman - the yakuza and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Scout Regiment of mechs. $8.95

14. Tactics of Duty Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. On Caledonia, its not different - except that the mercenary Gray Death Legion is caught in the middle of it all. $8.95

15. Highlander Gambit Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jaffray to the planet Northwind. His mission: to single handedly destroy the elite Northwind Highlanders, the mercenaries who abandoned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander warriors, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch. $9.50

16. Star Lord A self-appointed Star Lord launches a series of raids that threaten and terrorise the universe with an army disguised as Knights of the Inner Sphere. Thomas Marik employs an unlikely company of mechwarriors and shows the Star Lord that two can play at impersonation. $8.95

17. Malicious Intent Vlad Ward uses secret information to re-establish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyran Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A Stackpole. $10.00

18. Hearts of Chaos The fanatical Black Dragon Society want to conquer the planet Towne, and Chandrasekhar Kurita sells Cassie Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the invaders! $10.00

19. Black Dragon The Black Dragon society is tired of fiddling around, and plan to kill Theodore Kurita. But Cassie Suthorn and her indefatigable Caballeros could be the only unit with enough guns and grit to save the Draconis Combine from these extremists. $12.00

20. Double-Blind The Magistracy of Canopus has been the target of aggression by the Marian Hegemony, and Marcus GioAvanti and his Avanti's Angels are hired to protect them. But soon they have to face the real force behind the hostilities - the religious order of lunatics called the World cf Blake. $14.00

21. Binding Force Aris Sung, a warrior of the noble House Hiritsu of the Capellan Confederation, is chosen to break the newborn Sarna Supremacy and bring the worlds back into the fold. But Aris finds he must beat the odds in a race against time and treachery, or House Hiritsu will be destroyed. $10.00

22. Impetus of War The Northwind Highlanders are hired by the Draconis Combine to take on a mission unlike any before - to strike into the Deep Periphery to crush one of the Smoke Jaguar's supply centers on a distant world called Wayside V. But a nasty surprise is waiting… $13.00

TWILIGHT OF THE CLANS SERIES

1. Exodus Road Star Captain Trent of Clan Smoke Jaguar is a warrior born, a steadfast believer in the way of the Clans - until unsavory political intrigue leads him to wonder just how far his Clan has fallen from those ideals. From a captured Com Guard tech he learns of a possible life of honor in the Inner Sphere, but can he escape? $11.00

2. Grave Covenant As the truce of Tykayyid nears its end, the lords of the Successor States embark on a radical scheme to stave off galactic war - creating a new Star League Defence Force to destroy a powerful invading Clan. But backbiting and in-fighting may destroy this bold plan in its infancy. $15.00

3. The Hunters "Carry the fight to the Clans" has become the rallying cry for the armies of the Successor States. Now, as they launch their offensive against the Clan Occupation Zone, a task force is drawn from across the Inner Sphere and heads down the Exodus Road to the very Clan homeworlds. $11.00

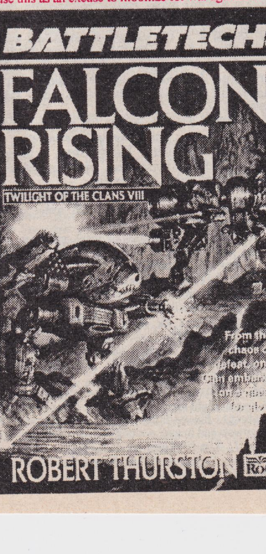
4. Freebirth On his Khan's orders, mechwarrior Horse of Clan Jade Falcon travels to Clan Smoke Jaguar's home world to investigate a Falcon secret scientific station. But what secret experiments are being done that could be the end of Horse and give explosive results to the whole Clan? $11.00

5. Sword and Fire Task Force Serpent stands poised on the brink of the greatest military operation since the liberation of Terra in 2277 - the target is the Smoke Jaguar homeworld. But with an assassin loose in her forces, General Ariana Winston will have to drawn on all her skill to reduce the Jaguar's planet to ruins with sword and fire. $11.00

6. Shadows of War Task Force Serpent descends upon Huntress intent on destroying Clan Smoke Jaguar. But the Jaguars are more cunning that ever suspected, and then from the shadows enters a new threat - the greatest danger to humanity's future, and the war to end all wars is ignited. $11.00

7. Prince of Havoc Prince Victor braves the unknown and travels to Strana Mechty, the heart of Clan territory. There, with elite units from the Innersphere, he must try to destroy the Crusader cause amidst the Clan factions. The Clans accept his challenge. But Victor left behind his scheming sister Katrina Steiner, whose ambition knows no bounds. $11.00

8. Falcon Rising Conclusion. Jade Falcon Khan Marthe Pryde strives to rebuild her clan. To do so she forms a troop composed entirely of freeborn warriors. Clansmen born of parents and not genetically engineered. She even allows them to compete for bloodnames. The other clans are outraged and the Steel Vipers use this as an excuse to mobilize for war against the Falcons. $11.00



The Capellan Solution Trilogy

1. Threads of Ambition Sun-Tzu is the First Lord of the resurrected Star League. In the last year of his reign, he decides to milk his power for every ounce of benefit to himself. His first target is the St. Ives Compact, lead by his own aunt, Candace Liao. Soon war is joined…. $11.00

2. Killing Fields Sun-Tzu continues the war to reunite the St Ives Compact with his own Capellan Confederation. But as the war drags on for years, the death toll weighs heavy on Sun-Tzu's soul. He begins to suspect that he may only win a Pyrrhic victory. *Due June.* $11.00

Middle Earth

FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. **By Iron Crown Enterprises.**

THE HOBBIT ADVENTURE BOARDGAME is a fast moving fun fantasy boardgame based on The Hobbit. For 2 - 4 players, and playable in 1 - 2 hours, taking about 15 minutes to learn. Includes a full color mounted mapboard, plastic hobbits, coins and life points. On your journey to steal Smaug's treasure horde, you explore sites, battle monsters, discover treasure, artefacts, and challenge your opponents with riddles. $60.00

MIDDLE EARTH II RPG

MERP II RPG 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover, travel, encounters, weather, random events, healings, poisons, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the trollshaws. The price really isn't $3,400.00, so…. $37.00

MERP II Accessory Pack Boxed accessory including the adventure Loons of the Long Fell with 6 developed characters, maps & floorplans; 60 standup light card figures; 16 pages of color displays including the Last Inn & a Ruined Castle; and dice. $28.50

MIDDLE EARTH SUPPLEMENTS

MERP II Combat Screen 2nd Ed. Contains a standard selection of combat tables, manoeuvre rules, and charts foı other such strenuous pursuits - all on an 11"x34" cardstock screen. $15.00

Deluxe Lord of the Rings Poster Maps A 2` by 3` full color map on heavy, durable low gloss paper. Painted by Jo Hartwig. $24.00

MIDDLE EARTH SOURCEBOOKS

Angmar Features Carn Dum, the imposing mountain citadel of the Lord of the Morgul, with floorplans; color maps of the area; orc tribes described in detail; a glossary of 1000 orc words; orc holds; the six deadly generals who govern the Witch-King's mannish warriors; three sinister high priests, haunted ruins, etc. $42.50

Arnor: The Land Includes four color maps; delve into the inner workings of the Witch King's malice as he contrives dark plagues, killing curses and unnatural blights; the Dunedain's struggle against him; the localities of Bree, Tharbad, and the Barrow-Downs, and a series of adventures following the Banners of the High King, Gil-galad. $50.00

Arnor: The People Companion to Arnor: The Land. Tells the tale of Arnor's founding, her long struggle against the Witch-king of Angmar, and her eventual dissolution and demise. With engaging summaries of Arnor's inhabitants, politics, warcraft and adventure opportunities, as well as a lively history. $37.50

Creatures of Middle Earth How would you fare against Smaug the Golden? Could your marksmanship find the dragon's weak spot? Would your courage withstand the worm's fire? Test your powers against Morgoth's legacy: the wargs of haunted Hollin, the Balrog of Moria, the cave trolls of Moria, the Hill trolls of Morder. All of Tolkien's creatures, both fell and pure, are listed here. 144 pages. $30.00

Dol Guldur Some will remember that Gandalf the Wizard did dare to pass the doors of the Necromancer in Dol Guldur, and secretly explored it, finding that his fears were true - Sauron was taking form once again. When at last the Council put forth its strength, they drove the evil out from Dol Guldur - but he merely went to Mordor. A sourcebook detailing this hideous cavernous mountain in Mirkwood, with floor plans, orcish traps, history, and daring rescue mission. $45.00

Elves: Peoples of Merp A series covering the peoples of Middle Earth, covering all aspects of society, etc. $30.00

Hands of the Healer Delves into the vast array of healing lore, natural and magical, which the Free Peoples have distilled from their relentless struggle against the Dark Lord and his foul minions. With a comprehensive herb compendium. $32.50

Lake-Town Presents this famous town with all its vivid bustle, craft associations, burg's coiner, drihten who collect the tolls, and smugglers, etc. With an introductory adventure followed by a two part mini-campaign which draws the players into the watery labyrinth amidst the piles below the town's wooden streets and out into the dangerous wild lands outside the town. $42.50

Minas Tirith Documents the history, design, layout, garrison, and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of Mordor. 2 full color maps, key locations, the Royalty are described, there are floorplans of 40 places in the city, information on Denethor and his heirs, the lands around the city, and adventures. $45.00

Mirkwood Once a beautiful forest, the coming of the Necromancer turned it into a dark and frightening place full of evil creatures and huge spiders Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magic of the Silven Elves grown perilously wary in their slow retreat north. This is a reprint with a few new illustrations of the old 1988 module. $42.50

Southern Gondor: The People Tells of Elendil's sons, Isildur and Anarion, recounting their arrival on the shores of Endor and moving through the events of the great nation they founded there. Reaches back to the First Age and follows through to the Fourth Age. $37.50

Southern Gondor: The Land Presents Gondor's coastal provinces in vivid color and detail. The route of humble country lane and famous high road: the scattering of manor, hamlet, village, and town across hill and dale; the placement of beacon, guard posts, haven & citadel, etc. $50.00

The Kin Strife Presents the people, politics and armies of Gondor under the repressive rule of Castamir the Usurper. The Cor Aran, his deadly ring of informers, detain any who work to restore the rightful King to his throne. Criminals, Southron Spries, and servants of the Dark Lord are all embroiled in the Civil War and conflict. 240 pages. $40.00

The Northern Waste Explores the vast, uncharted region of Forodwaith, a land of chilling tundra and unrelenting cold. These lands have become a refuge for the ice-dwelling Lossoth, who hunt the perilous shores. The mysterious Snow Elves also haunt the borders. With a 17"x22" color map and two adventures. $50.00

Treasures of Middle Earth A 206 page source book detailing the most potent artefacts of Tolkien's world, including Anduril, the palantir, the rings, arms, armor, apparel, gear, jewellery, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, & the properties of materials. $34.00

Valar & Maiar 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. $25.50

Millennium's End

SCI-FI This is a futuristic technothriller RPG set in Earth's dark future at the turn of the century.

Millennium's End 2nd Ed RPG It's 1999. America's inner cities are torched by riots and ruled by drugs. Wars seethe in the deserts and jungles of the third world. Techno-terrorists take on the fallen superpowers and corporate giants. Only the tough survive - and when they need something done, they come to you. You're a Black Eagle operative, working for a company with a worldwide reputation for getting any job done, any time, by any means. Flexible, realistic & fast paced rules. 200 pages. This is a complete RPG. $33.00

GMs Companion Dozens of specific tips for managing game events and pacing, manipulating your players, building unique NPCs, 50 pages of detailed location maps, heaps of NPCs, etc. $33.00

Miami Sourcebook A city of tropical delights, speedboats and beach hotels. But also a city of corporate and gang crimes, and the entry point for half of the drugs that come into the USA. $33.00

Nightwalker/The Villee Affair It's 1999. America's inner cities are torched by riots. The government is corrupt and police struggle with techno-terrorists and druglords. With three complete adventures/assignments. $22.00

Terror Counter Terror At every moment, on every continent, in every country, terrorists are at work. In a world on the brink of collapse-a world of decaying infrastructure, overburdened police forces, bush wars, famine and impending environmental cataclysm-the price for getting a story on cable news is often measured in body counts. Covers fifteen terrorist organisations and six counter-terrorist organisations in the year 1999AD. $25.50

The Medellin Agent After decades of struggle against minor guerilla groups, in 1999 Columbia faces an all-out war agains the heavily armed, aggressive drug lords of the Medellin Cartel. Sourcebook including Columbia's geography and history as well as forces and agendas for both sides. $33.00

Ultramodern Firearms The ideal weapons compendium for Millennium's End or any modern game system. Has over 200 entries covering 300 modern weapons, scopes, laser sights and night vision devices in use in the world today. Over 90% are illustrated, and all have relevant and interesting info written in plain, easy to understand English. Also has a listing of more than fifty military, police, special operations and counter terrorist organisations and the weapons they use. $40.00

Vehicle Sourcebook The comprehensive guide to cars, motorcycles, helicopters, airplanes, boats, tanks, etc. Over 150 vehicles and hundreds of variants, from motor scooters to stealth fighters, with an emphasis on vehicles that might commonly be used and encountered by players. $45.00

Murphy's World

MURPHY'S WORLD RPG An RPG designed to give the GM as much fun as the players, because on this world, anything which can go wrong will go wrong, and at the worst possible moment. The humor is very light hearted and in the vein of Hitchhikers Guide to the Galaxy. This 152 page book presents a fully developed world where reality plays no part. Characters from any other RPG can be slotted in successfully. Includes lots of races and cultures, a ridiculous magic system, lots of nifty tables to generate silly places, things, creatures & people. Also has a stupid adventure. $37.00

Bob: Lord of Evil The Dark Lands, ruled by Bob, Lord of Evil, are a silly place where you can play light-hearted adventures with a techno-fantasy-horror theme. A complete game system, which also lets you use any character from any other RPG, or from Murphy's world. So join Murphy in exploring these twilight lands, fraught with new discoveries and the good ol' Murphy's Law. $37.00

Mutant Chronicles

SCI-FI An extremely dark role playing game set in our not too distant future. See the figures in the Miniatures Section. **By Heartbreaker Hobbies.**

MUTANT CHRONICLES RPG 2nd Ed The Solar System is a roaring mayhem of death and war. The surfaces of the inner planets have been swept clean by the violent onslaught of the Dark Legion's storming hordes of Nepharites, Necromutants, Razides and Undead Legionaires. In the enormous cities of the far and distant future, heretics devoted to the destruction of humankind stalk the dark backstreets and gloomy alleys spreading their teachings of greed, jealousy and war. This 2nd Ed has an improved character generation system, combat rules and rules for using the Art and Dark Symmetry Contains more background on the universe, and a full page spread on the massive city, Luna $52.00

Algeroth: Apostle of War An excellent 144 page book focused on the armies and armories of the Lord of Dark Technology, with detailed descriptions of vehicles, weapons, creatures, citadels, equipment, Nepharite intrigues, necro-bionics, bio- & necro-technology, etc. Complete rules for running Algeroth player characters or heretics. Also includes a horrifying adventure whereby you lead a team of Doomtroopers or the like in destroying a newly built Dark Legion Citadel. Detailed maps with descriptions are provided for all 8 levels of the Citadel. Also has Fury of the Clansmen rules. $35.00

Bauhaus: Power of Heritage Bauhaus made their home on Venus, where first there was nothing but rivalry and division. But Nathaniel brought hope and light, which was needed, as the Dark Apostles came too, darkening Venus with their evil presence. Now there is war without end on Venus. This book describes everything you want to know about Bauhaus, its people, structure, weapons, creatures, etc. First Edition. $25.00

Capitol: Pride & Profit The first and mightiest among the great megacorporations, situated on Mars. All you want to know about Capitol and its citizens, new backgrounds, more special forces, heavier weapons, armor and equipment, vehicles and new rules for vehicle combat, extensive descriptions and maps of locations on Mars. An adventure is set in San Dorado $25.00

Ilian: Mistress of the Void Sourcebook Delve into the dark mysteries of Ilian, the Lady of the Dark Symmetry and the Harbinger of the Dark Soul. This book is full of details about the Dark Lady herself, her malevolent minions and their foul weapons, as well as how to create a Heretic of Ilian. 30 new Dark Gifts for Heretic characters. $18.00

Imperial The first three Megacorps were Capitol, Bauhaus, and Capitol. But a forth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacorps at the same time. Details the Young Guards, Security Command, Blood Berets, the Wolfbanes, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. $25.00

Mishima Discover Mishima and learn of the Overlord and his crumbling dynasty. Features new weapons and vehicles, and professions such as the fabled Demon Hunters and legendary Shadow Walkers. Info about Mercury of its capital Fukido, as well as a thrilling adventure. $25.00

The Brotherhood An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as well as evil from outside. This book details Inquisitors, Mystics, Mortificators, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard. Also new spells, 17 new backgrounds, etc. First Edition. $25.00

The Second Seal of Repulsion Part One in the Venusian Apocalypse adventure trilogy. What started as a simple recon mission in the Venusian jungles soon becomes a race against time as the characters are beset by terrorists. Surviving this leads to the jungles full of perils, until finally a great evil is encountered that could destroy Venus and the whole solar system. $16.00

The Four Riders Part Two in the Venusian Apocalypse adventure trilogy. Heimburg quakes in the wake of the Battle of the Second Seal, and mankind faces the deadliest plague mankind has ever known, a disease that could wipe out life on Venus in a matter of weeks. $16.00

Beyond the Pale Part Three in the Venusian Apocalypse adventure trilogy. The streets of Heimburg have now erupted into all out war with Dark Legion and Brotherhood troops fighting for every block of every neighborhood. Another great threat looms in the background, and there is only one night left before all is lost. $16.00

Nephilim

HORROR One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the *Highlander* concept, and inspired by Hindu and Buddhist philosophies. **Translated and published by Chaosium.**

NEPHILIM RPG The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. These nephilim creatures are awakening en masse in the 1990s. 232+pages. **$37.50**

Chronicle of the Awakenings 16 new past life eras for character generation; more of the time-line; metamorphosis rules, transformations. **$28.95**

Liber Ka A supplement introducing an updated, alternative magic system following authentic occult principles. **$25.50**

Major Arcana Rules for astral travel, divination, meditation, magical correspondences, 30 new spells, 60 scenario seeds. **$37.50**

Nephilim GM Veil A GM reference screen for Nephilim and includes PC dossiers & a complete scenario. **$27.00**

Nephilim GM's Companion An invaluable resource full of background aids and resources for Nephilim GMs. **$25.50**

Nephilim Character Dossiers Character record sheets. **$15.00**

Secret Societies Since the fall of Atlantis the secret societies have grown, due to Nephilim patronage of human ambition. **$28.95**

Serpent Moon A series of four linked adventures set in the USA. **$5.00**

Nightbane

Horror Yet another "I woke up one day and I was no longer human!" game. The name has been changed from *Nightspawn* to *Nightbane* to avoid a legal battle. **By Palladium.**

NIGHTBANE RPG A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nightbane - have become the defenders of the world. Feared and despised by most normal humans, the Nightbane struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nightbane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fact that they are physically repulsive & own many superpowers. They also must face the Nightlords. **$32.00**

World Book One: Between the Shadows Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad; the Astral Plane is far more mysterious and alive; and the Dreamstream, which is far more than the stuff of nightmares. **$27.00**

World Book Two: Nightlands Takes the players into the strange and wondrous Nightlands dimension, a twisted mirror image of our reality and home of the Nightlords, the inhabitants of the Lands of Night. Also has lost artefacts, new Nightbane talents and morphus, plus campaign and adventure ideas. **$27.00**

World Book 3: Through the Glass Darkly A book that will surprise a lot of people with its truly unique and twisted approach to magic, magic users and horror adventure. With 50 new spells, strange magical phenomena, living magic, Cybermages, Fleshsculptors, Mirrormages, mysterious locations, three adventures, etc. What lies beyond the Mirrorwall? Could the Guardians and Lightbringers have a hidden agenda? Are they a light or dark force? **$27.00**

Over the Edge

OVER THE EDGE 2nd Ed RPG A game which pits the player characters against all manner of decadent, evil, twisted, mind-boggling, blood-curdling, soul-rending, ego-shattering, world-turning experience. The Game Moderator is called upon to evoke an atmosphere of surreal danger. The players are called on to deal with this danger to body and soul, to thrive and accomplish their own goals in spite of it. The setting of the game is the mysterious Mediterranean island of Al Amarja, a place where anything can happen: secret invasions from outer space and other dimensions, global conspiracies, secret races, psychic powers, fringe technology, and more. 240 pages. **$17.00**

Of Gods and Men

OF GODS AND MEN RPG A war between the gods resulted in them abandonning the world, and the elves and dwarves also departed at that time, no-one knows where they went. The survivors developed magic and technology, but strayed into the darker arts, and soon became in bondage to dark beings. But great Unicorns lead a revolt of the animal kingdom against the demons, and overcame them. But the human kingdoms then entered into endless war, and the Outland colonies still sought the dark arts. Then suddenly new gods arrived - gods who walk among the world like men, unknown, except for when they use their immense powers. 328 pages and 54 Divine Power cards. **$40.00**

Cults & Conspiracies It is the dawn of the sixth century since the gods left mankind to fend for itself. Now the realm is on the brink of war and perhaps its ultimate destruction. Strive to become a part of one of many ancient and arcane organisations which struggle with each other for domination. **$17.00**

Of Gods & Men GM Screen Standard GM Screen plsu 18 new Divine Power cards and an adventure. **$17.00**

Palladium

FANTASY Obviously based on the AD&D system, but with less game mechanics*- ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! **By Palladium.**

PALLADIUM FANTASY RPG 2nd Ed Dramatically revised and updated 2nd Ed of Palladium RPG. This is a bold and dangerous world of high fantasy. A world of magic and conflict. A world dominated by human civilisation built on the bones of non-humans who reigned before them. A world of unparalleled heroic adventure filled with magic, inhuman creatures and intrigue. Players can be an unique creature such as a changeling, wolfen, bearman. PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & realistic. **$47.50**

Adventure on the High Seas 2nd Ed 224 pages featuring 24 character sheets, new character classes such as pirate, a dozen different ports, cities, towns and forts, adventures and adventure ideas, more world information and history; sailing ships and ship to ship combat. **$36.00**

Baalgor Wastelands An epic adventure sourcebook, detailing these notorious wastelands, examining the notable tribes, clans, key leaders, cities, an account of the terrible Elf-Dwarf War; info on the Baalizad, Quorians, Gromek, True Giants; monsters such as the Earthshaker, etc.. 216 pages. **$39.00**

Dragons & Gods Includes 14 dragons including the Hydra, Fire Dragon, Thunder Lizard, Cockatrice, Lo-Dox, Ultucan, etc; dragon hatchlings, adults and ancients, their society, powers and weaknesses; weapons and magic items made from dragons; over 40 gods complete with minions, magical weapons and artefacts, history, legends and worshipers, over 20 demonic lords, elementals and spirits of light; rune weapons, dragon slayer swords, etc. **$36.00**

Monsters & Animals 2nd Ed Details over 120 different monsters and creatures of magic, including giants, faerie folk, entities, sea serpents, ratlings, sphinxes, etc; many of which are optional player races. The animals section has over 200 animals. There are world maps for every creature, ideas for adventures, GM tips, etc. **$36.00**

Mount Nimro, Kindgom of Giants The domain of the giants – Jotan, Nimro, Gigantes, Cyclops, Gromek, Trolls, etc. These clans and tribes are unifying into one nation, a fact which scares all of their human, elf and dwarf neighbours, even the Western Empire. *Due May.* **$31.50**

Old Ones 2nd Ed The Old Ones existed long before the dawn of man, and they rule the Palladium World for untold millenniums. This book describes them in detail. Also describes the kingdom of Timiro from the campaign world. Includes details and maps on eight cities, 25 towns, 22 forts and various adventures. 224 pages with two new character classes. **$36.00**

The Compendium of Weapons, Armor & Castles A superb book which is a needed reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. **$34.00**

The Compendium of Contemporary Weapons 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, & selected heavy weapons. **$34.00**

The Eastern Territory The Domain of Man, fiercely independent, ripe with promise, but poised on the brink of destruction. It is a land of diversity, challenges and opportunity. *Due July.* **$39.00**

The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! **$27.00**

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SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. **By Palladium.**

RIFTS RPG The world we know is gone. Nothing is as it should be. Earth has been transformed into a dimensional nexus. Rifts in space and time link Earth countless alien worlds and dimensions. High technology co-exists with magic and the fantastic. Giant robots and power armor warriors battle supernatural monstrosities. Unspeakable horrors slither through the Rifts with an eye for conquest, or to use Earth as a bridge to the infinite Megaverse. Somehow, humankind has managed to survive, many augmenting their frail bodies with bionics, power armor, brain implants, chemicals, magic, and alien sciences. Featuring magnificent artwork, and 256 pages. **$45.00**

RIFTS Game Shields & Adventures Contains two six panel GM screens for quick reference, a 60 page adventure sourcebook, 9 Rifts character sheets, 2 complete adventures, 18 adventures ideas, maps, etc. **$22.00**

RIFTS Index & Adventures Vol 1 An index that indicates which title and what page players and GMs can find specific characters, OCCs, RCCs, skills, weapons, vehicles, places, etc. Has 40 pages of adventures, adventure ideas, source info, etc, set in North America. **$22.00**

RIFTS Index & Adventures Vol 2 A quick, easy reference and index for the last two years of Rifts releases, including Juicer Uprising, Coalition Navy and War, Spirit West, etc; and adventures, ideas, maps and data. **$22.00**

Mutants in Orbit An adventure sourcebook that can be used with Rifts or Teenage Mutant Ninja Turtles. Includes rules for generating Rifts characters, the background is a massive nuclear war that almost wiped out humanity, leaving small space colonies in orbit around the Earth to fend for themselves. **$20.00**

The Mechanoid Invasion Trilogy Though not specifically for *RIFTS*, this complete RPG can be used with Rifts, Robotech, or Heroes Unlimited. This complete RPG was the first Palladium release, and now all three parts are re-released under this one cover, revised of course. The good guys in this story are human colonists from Earth. The bad guys are the Mechanoids, alien cyborgs driven by an insane hatred for all bipedal life forms, who strip-mine entire planets until they are completely consumed. 200 pages. **$20.00**

RIFTS Sourcebook Campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, & adventure. 120 pp. **$20.00**

RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids. **$20.00**

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Rifts Sourcebook 4 - Coalition Navy Takes an indepth look at the Coalition Navy, the largest naval force in the Americas, located in Lone Star/Texas and which can be found up and down the Mississippi River, the Great Lakes and the Gulf of Mexico. Includes pirates and privateers, warships, subs, power armor, equipment, key bases, commanders, notable sea monsters, etc. 128 pages. **$23.00**

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RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie: Robotech, Heroes Unlimited, etc) to be used in the RIFTS. Includes notes on RIFTS Europe, adult dragons, optional player races, & a wealth of monsters. 224 pages. **$35.50**

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2. Deception's Web More details later. *Due June.* $14.95

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Rolemaster

Rolemaster Fantasy

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Rolemaster Standard Rules Rolemaster is a very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. It is a detailed fantasy roleplaying system that adds realism and depth to your campaign without losing playability. This book is the cornerstone of the system and provides all the rules and guidelines needed to play this game. With a wide range of character creation choices, material for unique character backgrounds, skill development system; complete, consolidated guidelines for resolving actions, and action sequencing based on how fast a character attempts to perform an action. Eg, quick with a penalty, normal, or deliberate with bonus. By Iron Crown Enterprises. $51.00

Arms Law Details a fantasy/medieval melee and missile combat system adaptable to any FRP system and fully compatible with older versions of Rolemaster. 144 pp, $26.00

Gamemaster Law How to determine the best types of games for you to run as GM. How to design interesting and intriguing stories, NPCs, & backgrounds. How to build believable backdrops for your stories, and how to keep it evolving through the campaign; designing, playing and running tournament RPG, etc. $35.00

Spell Law A highly acclaimed magic system! This is a mighty tome that adds realism and depth to your campaign without sacrificing playability. With over 2000 spells descriptions on 183 spell lists. Critical strike tables for heat, cold, impact, electricity, large and super large creatures, etc. Can be used with any system. $42.50

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Rolemaster: The Basics Boxed set sort of like a condensed or introductory version of Rolemaster, but containing all the elements you need to learn to play. Contains a selection of flexible character creation choices; a selection of spell lists; a selection of attack and critical tables; detailed material for unique character backgrounds; a skill development system; action sequencing based on initiative role, etc. $51.00

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Rolemaster Annual 1996 This provides a master index for the entire Rolemaster Standard System, seven new professions, an updated Master Training Package Table, Skill and Skill Category Character Record Sheets, updated master spell list pages. $17.00

Rolemaster Annual 1997 The updated Master Development Point & Master Training Package tables, Skill and skill category record sheets, blank record sheets, updated Master spell list, Master Height and Weight table for all the races, etc. $21.50

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West End Games have, to our knowledge, lost their license to provide Star Wars material. That means once our stocks are gone, you won't see it again. Even if another company picks up the licence, they may do something entirely different. We have put down a lot of prices, but stocks are limited.

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The World of Darkness: Gypsies The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernaturals. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out. $27.00

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Vampire Storytellers Companion & GM Screen Your typical GM Screen plus the 72 page Storytellers Companion, which details lesser bloodlines such as the Salubri, Samedi, & Daughters of Cacophany, new weapons & frightening disciplines rumored by the Kindred. $28.00

Vampire: the Masquerade Chess Set A unique chess set, sculpted by Bob Naismith. There are 16 Camarilla pieces and 16 Sabbat pieces, cast in pewter and plated in antique pewter or antique bronzer. The resin cast, 14" board depicts the cracked streets of the World of Darkness. Manhole covers and sewer drains line the face. Refuse rises above the street, and four streetlights hand over the board, completing the cityscape. *Due June.* $300.00

War of Ages Includes the Anarch Cookbook and Elysium, where vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has rules for creating elder characters, creatures of true power. For mature readers only. $29.50

World of Darkness Character Generator CD-ROM This CD-ROM is designed to alleviate the frustration of looking up powers and finding the right character sheet. Now you can generate characters of any power level, clan, tribe or tradition and print them. Can be used with Vampire the Masquerade, Werewolf the Apoocalypse and Mage the Ascension. *Due August.* $55.00

KINDRED OF THE EAST

Kindred of the East A hardback sourcebook with 222 pages. For centuries the exotic realm of Asia has defied the Kindred's incursions. Those few Children of Caine dwelling in Asia whisper of the montrous Cathayans, the shadowy vampires native to the East. For too long the Cathayans have lain sleeping like dragons, allowing the kindred a facade of omnipotence. But now the new age is at hand. This sourcebook details these eastern deadly vampires, new character creation rules, new powers, the Eastern spirit world, and cultural information. $47.50

Kindred of the East Companion Now the Kuei-jin are presented in greater detail. Journeys into the lairs of the mandarins and the temples of their enemies, exploring the underground beliefs and bizarre powers that even the Kuei-jin fear. Also writings that defy Xue, and the creatures just beyond the shroud of Asia's grand and corrupt courts. $37.00

The Thousand Hells Intense images and descriptions of the Asian hells and the malevolent Yama Kings. Rules for seeking the Thousand Hells and (possibly) surrounding them. Powers and goals of the akuma, the servants of demonic lords. *Due April.* $33.00

VAMPIRE NOVELS

1. On A Darkling Plane When an unknown enemy assails his people, Sinclair rouses himself to command the defence, only to discover that he and his clan are pawns in a contest that has been waged since the dawn of civilisation. $10.00

2. A Dozen Black Roses Deadtown is both a battleground and buffet table between two gluttonous vampires. But into this carnage walks Sonja Blue, a vampire hunter with a deadly secret, intent on destroying these fiends and cleansing the city. Hardcover novel. Special Price $7.00

3. The Essential World of Darkness Contains five novels, including Vampire Diary, The Embrace; Shaman Moon, Lightning Under Glass, Except You go Through Shadow, etc. $25.00

4. Dark Destiny A hardback novel with 22 short stories. Experience a Gothic-punk world where vampires, werewolves, and mages stalk among humanity - through their existence remains shrouded from their mortal herds. 398 pages. $31.95

5. Dark Destiny III: Children of Dracula A collection of short stories ranging from Dracula, his offspring to the power of the Camarilla and the Sabbat, and the fear brought on by the Antediluvians. $13.00

The Masquerade of the Red Death Trilogy

1. Blood War For ten thousand years a race of immortal vampires has waged a secret war to control mankind. But now a new player has entered the game - known as the Red Death. He controls forces that make the kindred tremble. $10.00

2. Unholy Allies Only two people can stop the Red Death, Dire McCann and Alicia Varney. Racing against time they desperately need to find the one historian who knows the vampire's true identity. $10.00

3. The Unbeholden Despite McCann's and Varney's efforts, ancient monsters stalk the earth, as the Red Death prepares to seize control of the two most powerful organisations that rule the world of darkness. But to win, the Red Death must destroy McCann, who is the most dangerous man in the world. $11.00

Trilogy of the Blood Curse

1. The Devil's Advocate Savage madness seizes vampires worldwide. Relentless hunger gnaws, no matter how many drained, withered mortals litter the street. . $11.00

2. The Winnowing As countless vampires perish in torment, the survivors jockey ruthlessly for any advantage. Disturbing visions haunt Owain night and day. Is he touched by the Curse, or something far more sinister. $11.00

3. Dark Prophecy Ancient forces beneath the Earth arise, awakened by the Blood Curse. Kindred and kin alike prepare to destroy each other in a bloodbath at the end of time, unless Owain can stop it. But who can he trust? $11.00

The Clan Novels

1. Clan Novel: Toreador The Toreador are dismissed as hedonists, but they are not easily ignored. This story focuses on Victoria Ash, who uses her art museum to take control of Atlanta, while Leopold the sculpture is forced to rediscover his past. $11.00

2. Clan Novel: Tzimisce Introduces the Sabbat side of the conflict through Sascha Vykos, a depraved and incredibly powerful night-predator. A war along the American East Coast erupts as the Sabbat launches relentless attacks against Camarilla-held cities. *Due April.* $11.00

3. Clan Novel: Gangrel Ramona, a neonate member of Clan Gangrel, must face a terrible power, a force so great that the Gangrel elders believe it is an Antediluvian, one of the most ancient vampires… *Due June.* $11.00

4. Clan Novel: Setite The enigmatic Setite Hesha's quest for knowledge and treasures takes him from North America to Calcutta. But not before finding a surprising ally in a mortal woman. What does he find in Indian? *July.* $11.00

5. Clan Novel: Ventrue The Camarilla prepares for war against the Sabbat, and many kindred attend a council. But can they trust the Ventrue sent by the Old World elders to chair the group? *Due August.q* $11.00

Vampire: the Dark Ages

VAMPIRE: THE DARK AGES RPG Prequel to *Vampire: The Masquerade,* by White Wolf. A complete RPG set at the close of the 12th Century in medieval Europe - the darker, nastier Europe that existed in the past of the World of Darkness. This is a grand but terrifying age to be a vampire. On one hand it is a time of superstition, of blind obedience & casual brutality. Life is cheap and for the taking, and few gainsay the right of the strong to subdue or destroy the weak. But it is also a time for terror for the Cainites. There are few places to hide from the sun & the torch, and the roads are made perilous by brigands and ravening Lupines. It is an age of faith as well, and the lowliest peasant might hold in her heart the power to thwart even the mightiest vampire lord. From the Nile Delta to the Iberian Peninsula, from England to France, from Moslem Jerusalem to the Teutonic barbarisms of the Schwarzwald, it is an age of darkness lit by the flickering of torches. $47.50

Book of Storytellers Secrets Explore the weird and wondrous nights of Dark Medieval Europe. Wander the lonely nocturnal roads in service to the vampire princes - or become one yourself. Track a unicorn for its blood, or delve into the intrigues of the Italian merchant cities. Battle Assamite killers in the Holy Land. $27.00

Cainite Heresy Learn the secrets of this most profane and devout sect of vampires. Learn how Cainites influence the Lateran Palace. Discover the unholy rites and initiations the Heresy practices. Learn the secrets of the See of Nod and the Crimson Curia, unholy influences within the Church itself. $30.00

Clanbook: Baali There are greater powers in the world than mere vampires. These powers have secret names, names of power. The Baali know those names. These powers have hidden themselves in shadow and blood, lest they be awakened too soon. The Baali know where they sleep. Also the terrible cost of Daimoninon powers. Adults only. $22.00

Clanbook: Cappadocian At long last, the secrets of the Cappadocians are revealed. Ultimately, they were wiped out by the Giovanni and are virtually unknown to the modern world. What's the truth of the Clan of Death, known only to the inhabitants of the Dark Medieval world? $22.00

Clanbook: Salubri Reveals the secrets of the reclusive Salubri. How can they strike back at the Tremere Usurpers? What powers do they possess? What secrets do they carry that allow them even the hope of survival? *June* $22.00

Clash of Wills The Earl of Galtre lies on his deathbed and his lands hang in the balance. Fearing for his soul, he wills his land to the Church in exchange for absolution - or does he? Suddenly his son produces a will that makes his sole heir, and soon the player characters are involved in a dark journey of mystery. $13.50

Constantinople By Night Come to domed Constantinople, would-be heaven on Earth and wonder of the Dark Medieval world. Walk its torch lit streets and lavish bazaars. Indulge in the decadent pleasures of a thousand realms. Be on your guard, though, from dangers from Caine's children, and an impending invasion. $25.50

Jerusalem by Night Learn the ways of this crucial city. Discover the ancient alliances and enmities that have outlasted kingdoms and Crusades. Meet the Cainites who have seen millennia from their perch atop David's city. With vampires knights, pilgrims and ghouls of royal blood. *Due July.* $33.00

Libellius Sanguinis Masters of the State. Includes vital information on the three clans of nobility, the Lasombra, Tzimisce and Venture; expanded discipline powers, new abilities and details on clan activities in medieval Europe, hints of secrets. $25.50

Libellus Sanguinis Vol 2: Keepers of the Word A 3-in-1 clanbook. The Tremere have seized immortality for themselves, and are despised and hunted. The Toreador dance to the music of prestige and slander. The Brujah want to shatter the Long Night. $27.50

Liege, Lord and Lackey The guide to introducing the members of a vampire's retinue into a chronicle. Info on mortals and ghouls, whom vampires need to survive in the Dark Medieval world, and rules for non-Cainite characters - you can play Vampire without being a vampire! $25.50

The Long Night The Mind's Eye Theatre rules for Vampire: The Dark Ages. Includes everything needed to play in a chronicle set in the Dark Medieval world. $20.00

Three Pillars Lords and ladies, abbots and nuns, serfs and guildsmen - the foundation of Dark Medieval society rests upon feudal obligation. How do Cainites reconcile this temporal hierachy with their own society of the Long Night? $32.00

Transylvania By Night A sourcebook depicting the classic vampire country of Eastern Europe as it was during the Middle Ages. The denizens have known the tread of the Hun, the Roman, the Magyar, yet they stand defiant. A dangerous place. $30.00

Transylvania Chronicles I: Dark Tides Rising To whom should a coterie lend its support: the monstrous Tzimisce, the murderous Tremere or the expansionist Ventrue? Or should the Cainites stake their own claim in Transylvania? $25.50

Transylvania Chronicles 2: Son of the Dragon The players' characters are now centuries old, scarred veterans of the great Jyhad, with their own estates and connections in the fledgling Camarilla, Sabbat, or both. Yet not even their great power may be enough to stand against the Impaler, Dracula. $27.00

Transylvania Chronicles 3: Omens Dracula stalks the night, Kupala rages beneath the cursed land of Transylvania, and Paris burns in revolution. The PCs are besieged by friend and foe alike. *August.* $29.00

Vampire: the Dark Ages Companion Come and learn the secrets of an ancient race that comes alive after the last rays of the sun have fled the sky and that hides in the darkness or at the foot of the children's beds. This compendium provides a plethora of new material for players and storytellers. New bloodlines so bizarre they failed to survive the inquisition's fires, details on Moors, Mongols, etc. $34.00

Vampire: Dark Ages Dice Ten D10 dice with bag. $14.00

Vampire: Dark Ages Storytellers Screen Four panel screen plus book of character record sheets. $18.95

Wolves of the Sea For over two hundred years they pillaged across Europe, exacting a tribute, sacking towns, and pirating ships. The Vikings spread from Scandinavia across northern Europe. With them came the vampires of the North, the slain warriors chosen by Odin to rise and do battle. $28.00

VAMPIRE: DARK AGES NOVELS

1. Dark Tyrants Walk through the benighted lands of medieval Europe through this anthology of stories. Journey with vampires as they play their deadly, incestuous games of politics, war and blood. Softcover. $11.00

The Grails Covenant Trilogy

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3. To Dream of Dreamers Lost After centuries of plotting and scheming, Montrovant draws close to finding the Grail. But an undead vampire hunter seeks him, as well as an enemy vampire who somehow escaped destruction at this hands. $11.00

Warhammer Fantasy

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Workshop's popular fantasy world, where on the surface it is a civilised and cultured place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the corrupting hand of Chaos. 366 pages with lots of art, 130 character skills, 100 character careers, fast moving combat system, 150 spells in seven types of magic, etc. $55.50

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Dying of the Light All new material. Marienburg, city of commerce, learning, superstition. The adventurers are sent there seeking a rare book, and uncover a sinister web of intrigue, missing scholars, and strange powers. Rumours of ancient demons are followed by panic and rioting, and the city is in danger of being destroyed completely. $32.50

Doomstones Vol I: Fire & Blood A chance discovery in the mountains puts the adventures on the trail of the legendary Orcish war-force, the Bloodaxe Alliance. They must retrace their last journey to find the powerful artefact, the Crystals of Power. Mystery & adventure! $42.00

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GM's Screen & Reference Pack Four panel GM Screen and two 16 page booklets, one being a revised critical hits system, which will not be reprinted anywhere else; the other is a full index for the rulebook, a calendar for the game world, etc. $28.50

Marienburg: Sold Down the River An entirely new supplement. Has a complete overview of the largest and most corrupt port-city in the Warhammer world. Has a poster map of the city. *Due May.* $37.00

The Enemy Within Campaign

Shadows Over Bogenhafen The enemies within the Empire. This book is a compilation of two old titles, The Enemy Withing and Shadows Over Bogenhafen. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, etc. $32.50

Death on the Reik Can be played as a stand alone adventure or as part of the Enemy Within Campaign. A seemingly simple man-hunt turns out to be far more complex and dangerous, and adventurers will be pitted against mutants, Skaven and desperate cultists, and eventually Chaos. $32.50

Middenheim City of Chaos A detailed guide to the greatest of the Empire's three City-States, the home of the Cult of Ulric, the God of War, Wolves and Winter. Has a full color map, history, campaign ideas, detailed locations, NPCs, religion, etc. $32.50

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Something Rotten in Kislev Describes the Tsardom of Kislev, its fierce people and their strange matical skills, three adventures and handout maps. *Due May.* $33.00

Werewolf: the Apocalypse

WEREWOLF: The Apocalypse 2nd Edition Second in White Wolf's gothic-punk series. Here the players are werewolves, lupine outcasts who fight to defend their wilderness territory from the forces of the wyrm. Completely revised for the best clarity, with improved combat rules fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictogramic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. $47.50

Bastet A Changing Breed book. Now the secrets of the elusive werecats are revealed. This players guide presents expanded rules for running the Bastet as player characters. it also tells their history as they remember it. The Bastet aren't simply man-sized kittens with an attitude problem. They're supernatural creatures with a passion for riddles and a nose for trouble. $30.00

Book of the Weaver Grandmother Spider was born to make order of chaos, to weave patterns where there were none. She was charged to keep the world whole. But she went made. She caught the Wyrm in her web, and in her madness. Now progress is blind, and science is mad. The garou must sever her strands before she chokes the life from Gaia, but do they know how? $33.00

Book of the Wyrm 2nd Ed Now you can meet the embodiment of the Wyrm itself, its mortal, and not-so-mortal servitors. Has updated information on fomori, Banes, Pentex, and Wyrm controlled cults, and full tribal information on the Black Spiral Dancers, the fallen tribe of the Garou. $33.00

Blood Dimmed Tides World of Darkness. What made you think that the oceans were safe? There are…things down there, that wait quietly for their time. Has rules for taking characters under the seas, a bestiary of underwater antagonists, including the sinister Chulorviah, an alien threat peculiar to the deep trenches of the undersea, and the merfolk and merrow. $33.00

Chronicle of the Black Labyrinth A compilation of Wyrm lore, collected from eye witnesses throughout the ages, and presented in the same format as the Book of Nod. Terrifying Wyrm secrets are revealed here. $19.00

Combat When diplomacy fails...not all conflicts are resolved with politics and manipulation. Survival is a tricky business, and the average denizen of the World of Darkness needs to know a thing or two about fighting. Details on dozens of martial art styles, melee weapons, supernatural powers, firearms, etc. Can be used with an World of Darkness RPG, not just Werewolf. $27.00

Corax Tribebook If you want the dirt, they have it. If you want to know a nasty little secret about your enemy, ask the Corax. This Changing Breed book details the society of wereravens. $25.50

Freak Legion Pentex wants to speed up the process of human evolution. If nature won't do it quickly enough, Pentex will do it instead. Thus, the fomori: sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with diseases. $25.50

Gurahl Tribebook Waking from centuries of slumber, the Gurahl – the werebears – rise again. Some aid the Garou from the shadows. Others exact vengeance on werewolves for ancient slights.Details their four tribes. $33.00

Hengeyokai: Shapeshifters of the East The werecreatures of Asia, their sorcery and tactics, and blood enemies. Info on the spirit world of the east, also the Middle Kingdom and the Beast courts. The weretigers watch the sun descend; the goblin spiders crawl in the shadows; the foxes whistle to one another, and the dragons below the mountains awake. $38.00

Kinfolk: Unsung Heroes Now players can explore what it is to be Kinfolk, the long-suffering mortal relatives of the Garou. Explore the drama of being a human fighting a werewolf's fight. Also has guidelines for creating kinfolk vampires, wraiths, mages, etc. $25.50

Laws of the Wild Why should dead people get all the attention when it comes to live action? The Garou have a little problem with that notion. This is second edition live roleplay Werewolf. Leave your pencils and dice behind because its time to get Wild with the last, best hope this planet has: the Garou. 248 pages. $27.00

Litany of the Tribes Vol 1 A compilation of three Tribe books: Black Furies, Bone Gnawers (A bunch of down and outers, this tribe lives on the street in downtown, but stand up for the hobbos and desolates who live on the streets), & Children of Gaia (who believe the Wyrm cannot be defeated with its own vices), and new material: secret info about these three tribes in the modern and wildwest worlds. $34.00

Litany of the Tribes Vol 2 Combines several out of print books, Fianna, Get of Fenris, and Glass Walkers Tribebook. For Werewolf and Werewolf Wild West. The Garou have a common enemy, the Wyrm, and dissension has made it strong. Now werewolves must unite or they will all be dstroyed, along with our world. $37.00

Litany of the Tribes Vol 3 Combines several out of print books, the Red Talons, Shadow Lords and Silent Striders tribebooks, also with Werewolf: the Wild West. $38.00

Midnight Circus A World of Darkness sourcebook. Come and visit Anastagio's carnival and circus, full of all kinds of freaks. Admission is a pittance, and the rides only cost a trifle, at first... $25.50

Nuwisha Another Changing Breed book. Spotlights the werecoyotes, the tricksters par excellence of the World of Darkness. Learn their ancient tales, and the secrets they know about the approaching apocalypse. $20.00

Outcasts: Players Guide to Pariahs Clanbook, Tribebook, Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Caitiffs, the Garou Ronin, and Hollow Ones. $25.50

Project Twilight The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires & werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? $21.50

Rage Across Appalachia Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native fae and together they resist and fight. $30.00

Rage Across the Heavens The orb of the Wyrm in the heavens (the red star) opens, and madness and blasphemous consummation has come to pass. Details Garou cosmology plus a complete story. *Due August.* $33.00

Rage Across the World Now you can fight the war of the apocalypse from its earliest days. This book compiles two classics, Caerns: Places of Power, and Rage Across Russia. $33.00

Rage Across the World Vol 2 The War of the Apocalypse rages across the globe as the Wyrm seeks to destroy Gaia. This book includes Rage Across Australia and Dark Alliance: Vancouver. $33.00

Rage Across the World Vol 3 The Garou battle evils to the d eath to bring about a new Golden Age, but can Gaia be saved? Includes two classics: *Rage Across New York*, and *Rage Across the Amazon*. $33.00

Stargazers Tribebook For millennia, they have pursued the Truth. Now they are in the final stages of their tribal journey, and the Answer may be within reach. $17.00

Uktena Tribebook The secretive Uktena have long been the keepers of the Garou's greatest mystic lore, but the knowledge they've earned demands a dark price. $18.00

Umbra: the Velvet Shadow Great adventures await the werewolves in the Umbra, the other world where werewolves often tread. But death also awaits, as the wyrm has infiltrated the Shadow. Details the places, spirits and cosmology of the Garou spirit world with 13 Near Realms, Tribal Homelands, etc. $28.00

Warriors of the Apocalypse Includes Werewolf statistics for nearly all of the Garou found in the Rage cardgame, including backgrounds and personalities; information on the Wyrmspawn too, from fomori to Banes; and stats for famous Werewolf characters such as Lord Albrecht. $25.50

Wendigo Tribebook The last of 13 tribebooks, now you can learn about the purest of the Pure Ones, of how they hunt monsters and drive them into their lairs. Learn the special battle techniques of these fierce warriors. $18.00

Werewolf: the Dark Ages The vampire lords worriedly watch the forests below their castles. For great wolves hunt the wild places and pace the roads. Humans by day, but when the moon rises, their hunt begins. Allows players to explore the medieval WOD from the Garou's point of view. Contains everything you need to adapt werewolves to Dark Ages settings. *June* $40.00

Werewolf Chronicles Volume 1 Preserves the earlier, now out of print Werewolf sourcebooks, Rite of Passage and Valkenburg Foundation. $25.50

Werewolf Chronicles Volume 2 Gets back to the roots of Werewolf with two out of print classics, Ways of the Wolf and Monkeywrench! Pentex - a book on the lupus Garou and the wordly embodiment of their enemy, the Wyrm's Pentex. $25.50

Werewolf Dice Includes 9 high-quality 10 sided dice, one Moon dice, and a dice tube. $13.00

Werewolf GM Screen 2nd Edition The GM foldout screen & pad of tables, with adventures to help storytellers get started. $17.00

Werewolf Players Guide 2nd Ed Packed with information on the Garou, their packs, moots, caerns, duels, new options for character creation. Also detailed are the other shapeshifters from the merciless weresharks to the sagacious werecats. Hardcover. $45.00

Werewolf Storytellers Handbook With advise, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters. $30.00

Who's Who Among Werewolves: Garou Saga A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. $19.00

Werewolf: the Wild West

WEREWOLF: THE WILD WEST RPG Like Vampire spawned a historical version, Vampire Dark Ages, now Werewolf has gone back to its past. A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wyld was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. Garou fought Garou and death rode the swiftest horse of all. This is a complete RPG, containing everything you need to play the Garou of the Old West, whether Pure One or newcomer, human-born or wolf-born. Learn the secrets of the Bane-things that scuttle far below the ground, and dodge those hunters who know that your kind exists. This is a hardcover book. $46.00

Ghost Towns Ghosts don't inhabit only desolate and deserted towns in the Savage West, they're everywhere! And tension builds between the ghosts and the garou, and things get ugly very quickly. How to create haunted locales, plus five complete ghost towns. $25.50

Laws of the Wild West Live roleplay rules for Werewolf: the Wild West, with the special gits of the West, updated rules for the feasome Storm Umbra, and new systems for gunslinging and staredown. Also rules for the Nuwisha Werecoyotes and Corax Wereravens. $28.00

Tales from the Trails: Mexico Mexico in the 19th Century. A selection of settlements where outlaws can hide, the supernaturals that stalk the Mexican night, history of Mexico, a lynch mob of antagonists. $28.00

Werewolf: The Wild West Companion Everything you need to know about the sights, fights and haunted nights. How folks really live on the frontier, tribal lands, and big cities. The Storm Umbra, sweet-talking spirits, strange critters. The lowdown on playing Bunyip, the long-lost Infeliz Garou and even Abominations. $33.00

Werewolf: The Wild West Storyteller Screen Durable screen plus secret Storyteller-only stuff printed here so as to stay out of players hands, extra gifts, fetishes, etc. $25.50

Wair-Rae

WAIR-RAE This is not a complete RPG. It is a sourcebook for using with other RPG systems. This is the first Unae sourcebook and tells the story of the elves of Wair-Rae who are driven by the ambition of mad High King Caemarou to achieve the prophesy of the Ansilsae, a ten-thousand year old divine promise that the elves will inherit this world and ascend to paradise - over the dead bodies of millions of all the other races. Reveals the secrets of these elves, their history, their dominions, their faith, magic & future. $15.00

Wraith: the Great War

Wraith: The Great War RPG A 224 page hardcover horror roleplaying game, the pre-quel to *Wraith: the Oblivion*. Outside the walls of Stygia, the 4th Great Maelstrom rages. In the skies overhead, ghostly pilots engage in dogfights against shrieking spectres. The gates of the Necropoli slam shut. A traitor works to topple what the Oblivion never could. Civil war is about to strike Stygia, and Charon, the one wraith who can prevent it, is missing. This is an era of innocence newly slaughtered and unimaginable terror unleashed. With rules for ghostly bi-planes, tanks, U-Boats, etc. $48.00

Wraith: the Oblivion

WRAITH: THE OBLIVION RPG 2nd Ed This 292 hardback horror RPG is by White Wolf. Death wasn't the end. Death wasn't the answer. Death was just the beginning. So what do you do? Do you listen to the voice inside your head telling you just to let go? Or do you still fight, still love, still feel the passion that won't let you rest? Oblivion's the easy way out. Life after death is hard. Choose. You have eternity to weight the consequences. This is not a game about death. It is a game about what comes after. $47.50

Artificers Guildbook Spirits in the Material World. $20.00

Charnel Houses of Europe: The Shoah During the Second World War there began to appear in the Shadowlands scores upon scores of wraiths, from the outer realms of Poland and Russia - whole families. They breached the Shroud naked, heads shaved, scarred and cut. For over 18 year olds only. $25.50

Dark Kingdom of Jade The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Restless Dead. Yet the Underworld is as troubled as the Skinlands. $25.50

Dark Kingdom of Jade Adventures Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on Imperial slavers. A deadly race is run for the ultimate weapon in the wars of the dead. $25.50

Doomslayers: Into the Labyrinth Take a trip into every wraith's worst nightmare. This book is the complete guide to the Labyrinth, its denizens and those wraiths brave - or foolish - enough to hunt them. $32.50

Guildbook: Haunters Even among the Restless Dead, there are some who are regarded as just a little...off. $20.00

Guildbook: Masquers Why are the Masquers feared and misunderstood? Because they can changes their faces in an instant, mold fearsome weapons from the plasm of their bodies, transmogrify other wraiths into tapestries... $20.00

Guildbook: Puppeteers & Pardoners Learn why the masters of possession, the Puppeteers, are intent on sending hordes of Risen across the Shroud. Find out why the Pardoners are hiding in their basement… $30.00

Guildbook: Sandmen The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmares - which they can deliver upon the vulnerable. The Sandmen can tear a sleeping soul from its body… $20.00

Guildbook: Spooks & Oracles Spooks like to break things, oracles don't. Spooks like violating the laws of the dead, but the oracles don't. So why is everyone scared of oracles, and not scared of spooks? $30.00

Haunts Detailing the strongholds of the Restless, with 11 Haunts, including Hierachy, Heretic, and Renegade Haunts, & rules to create new Haunts. $3.00

Hierarchy The Empire of the Dead...the system, the establishment, the powers that be. $20.00

Love Beyond Death Better to have loved and lost than never have loved at all. The fiery passion of love denied form knows no bounds, and for those who risk the pain of loss for the chance for a tender caress, love-in-death is endlessly bittersweet pain. $17.00

Mediums A guide to mediums, those who speak with the dead. Includes rules an tips on these mortal characters. $25.50

Midnight Express An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. $20.00

Necropolis: Atlanta Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on Atlantis. $25.50

Oblivion For Mind's Eye Theatre. Death used to be the end. Not anymore. Now Oblivion lets you take Mind's Eye Theatre across the shroud into the lands of the Restless Dead. With rules for wraiths, mortals and Risen, rules for interactions with mortals, vampires and garou. $27.00

Renegades Everything the Deathlords don't want you to know about life on the outside, and the tactical secrets they'd kill for. The truth about the mysterious Renegade Council, and the organisation of the major Renegade factions. $32.00

Shadow Players Guide Every wraith has his own personal whisperer in darkness, telling him that it's a very good thing to be bad. They call this voice the Shadow, and every wraith must strive to resist its efforts to drag him down to Oblivion. This Shadow will urge the wraith to untold acts of depravity and evil until he is lost forever in the void. $30.00

The Book of Legions From the soulforged monstrosities of the Machine Corps to the Beggar Lord's terrifying secret, from the Grim Legion's hidden war on the rest of Stygia to the origin of the power of the Unlidded Eye. $30.00

The Face of Death A large foolscap book full of morbid black and white art for the new Wraith game. $21.00

The Risen A guide to the Walking Dead, those who dare to take their bodies back from the embrace of the coffin. $20.00

The Sea of Shadow: Storytellers Guide to the Tempest The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. $20.00

Tokyo: World of Darkness You are shen, one of the Middle Kingdom's night people. You walk the shadows of Japan's greatest city in quest of…what? Blood? Breath? Chi? Who is really in charge of the city? Should they be? Also presents the unending struggle of East versus West, wraith against vampire, kindred against Kuei-jin, and technocracy. $28.00

Wraith Character Kit Includes a player's screen, character sheet, death certificate, & other insert items. $5.00

Wraith Dice Includes 10 high-quality 10 sided dice, and a dice tube. $13.00

Wraith Players Guide An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. $30.00

Wraith Storyteller Screen 2nd Ed GM screen, sample Harrowings and storytelling suggestions, introductory chronicle, and additional info. $20.00

WRAITH NOVELS

1. Caravan of Shadows While alive, Joey Castelo was a fiercely competitive boxer, though with few awards. Death, however, elevates his status in the ring. And being a wraith leads him deeper into the World of Darkness. $10.00

2. Beyond the Shroud First David's daughter dies, then his marriage crumbles and his career falls apart. Then he is killed in a hit and run accident, and now he is wraith in the Shadowlands. And then he learns someone is out to destroy his wife... $34.95

3. Death & Damnation An anthology of stories about the society and culture of wraiths, beings who continue to exist even beyond the veil of death. 416 pages. $7.95

Dark Kingdoms Trilogy

1. Dark Kingdoms This trilogy-in-one combines *The Ebon Mask* plus the two never publishing sequels. Something truly evil is stirring. Something cunning and malign that threatens the living and dead alike. And Montrose is the only being with a prayer of stopping it. A saga of wraiths, werewolves, mages, vampires, demons, etc. $22.00

Zero

ZERO RPG These days it is rare to find a game with an original concept - but at last, this game has one. Eventhough a human, all your life you and your brothers and sisters have lived as part of the Hive. Always, you are in complete harmony with those around you, linked telepathically in a warm fellowship of minds, nutured by the powerful mental presence of Zero, your queen. Then suddenly one day, your contact with the hive consciousness is broken, and you feel alone, an outsider. Your brothers and sisters suddenly ignore you, and then hive cybernetic-soldiers are sent to kill you. Why? What happened to your contented life? Confused, you flee the hive, looking for other outsiders to join. Now you are a "rebel without a clue" so what on Earth will you do? Can you go up against Zero and survive? Can you rejoin the hive? Why were you rejected? Has heaps of stunning full color computer-graphic generated artwork. $42.50

Supernumerary Your Queen has abandoned you, now she wants to kill you, and you don't know why. Now you live in the underground caverns outside the Hive, trying to stay alive. You are alone…or are you? $9.00

Negative Potential You've uncovered a terrible secret about your existance, and your former monarch, Queen Zero. *Due March.* $9.00

Mysteries Within Outlines the history of the Hive and how it came to be. The Hive is tens of thousands of years old, but is built on the ruins of several other hives used by Zero in the past. Humans and non-humans live in these ruins, and hold many secrets about Zero which you must learn. *April.* $36.00

Computer Games

Color Code

🟥 New Item Now Available and in Stock

🟩 New Item Not Yet Released

Pre World War II

ADVANCED CIVILIZATION

AH

By Avalon Hill, this is the computer version of their famous boardgame. Traces the growth of civiliztion from 8,000 years ago to the present. Features complete player interaction, with combat totally dependent on player actions, there is no random element; 8 players can play via online; there are three levels of AI, you need to balance your degree of urbanization with the availability of rural population to prevent inflation or stagnation; technology is necessary, but do you spend resources developing new technology, or in building your civilization; and there are of course calamities such as earthquakes, barbarians, and conspiracies of men! *IBM Requires: 486, CD-ROM, 8mbRAM, SVGA. Note new price!*
IBM - $20.00

AGE OF EMPIRES

Microsoft

A *Red-Alert* style game with a difference - this one is set in the historical ancient world! Command one of twelve mighty ancient civilizations, such as the Egyptians, Greeks, Persians, Assyrians, Hittites, Japanese or Babylonians. Each civilization has unique attributes based upon its history. Gamers choose from numerous technological paths to help lead their civilizations to greatness. From an economic path of farming and craftmanship to a military route of archery and naval warfare - the technology tree is larger than one player could complete in one game. Can have random maps, has a built in scenario editor, play in real time, you can build infantry, warships, chariots, war elephants, archers, etc. Pass from the Stone Age to the Tool Age, Bronze Age and Iron Age. There are a range of single player and multiplayer missions. Damn good fun! *IBM Requires: 2spCD-ROM, Pentium 90, hard disk, 16megRAM, SVGA.* $70.00

The Rise of Rome Official expansion with powerful new units such as Scythed Chariots, Camel Riders, Slingers, Fire Galleys; four new superpowers; new campaigns such as Augustus Caesar versus Cleopatra, four new map types, such as Hill Country, Narrows, Mediterranean. $50.00

Final Conquest Over 100 scenarios to choose from, including historical, real-map and new campaigns with unique scenarios. $30.00

More Empires Over 100 all new scenarios and maps. Multi-player and death-match modes, hints and cheat codes, desktop themes. $30.00

Conquests of the Ages With four campaigns, including Hittites, Phoenicians, Assyrian, Shan, with 68 maps! Features fully integrated plot driven scenarios, superbly crafted game balance with progressive difficulties. $50.00

Prima's Unauthorised Guide to Age of Empires $30.00

AGE OF EMPIRES II

Microsoft

A *Red-Alert* style game. Has several ways to win, including conquering enemy civilizations, accumulating wealth by exstensive trading and diplomacy, building and defending great wonders of the world. Play one of 13 historical civilizations, including Vikings, Celts, Franks. ***IBM Requires: Pen 133, 32mbRAM, Win'95, 4spCD-ROM, SVGA.* *Due May.***
IBM - $90.00

AGE OF SAIL 1775-1820

TalonSoft

Delivers an excellent blend of exciting real time 3D perspective naval combat with the pageantry and grandeur of beautifully rendered Sailing vessels from the Tall Ships era. Take command of the greatest sailing ships in history, including the Victory, Constellation, Guerriere, Bonhomme Richard, Vegeance, Saratoga, etc. With a complete campaign game as Britain, Spain, France or USA. A complete scenario editor lets you create instant naval combat to your specifications. You can play head to head via modem or verses the computer. *IBM Requires: 486/66, 8megRAM, Windows 3.1+, SVGA.*
$50.00

AIDE DE CAMP # 2

HPS

At last! We have been asked hundreds of times to get in this wargame design kit. Any and all hex-based wargames can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. **Note:** you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement results, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. *IBM Requires: SVGA, CD-ROM, hard disk, 486+.*
$99.00

BATTLEGROUND: ANTIETAM

Talon

September 17, 1862, Sharpsburg, MD. A spectacularly rendered 3-D panoramic battlefield highlights this struggle, the bloodiest single day in American history. Provides many historical and "what if" scenarios detailing the momentous struggle along the banks of Antietam Creek. Lavish attention to detail, gorgeous 3-D graphics *IBM Requires: 486/33, Win 3.1+, Cd-ROM, 8mbRAM, hard disk.* $40.00

BATTLEGROUND: Napoleon in Russia: Borodino

Talon

The sixth *Battleground* title. After a series of indecisive battles and steady retreating in front of the advancing French, the Russian Tsar Alexander's army, poised on the outskirts of Moscow itself, turned and faced Napoleon for one final desperate battle. History comes alive as Marshall Kutuzov's Russian infantry doggedly defends the road to Moscow from onslaught after onslaught of Napoleon's massive Grande Armee! Cossacks abound amidst this momentrous struggle. Can you as the French take the Great Rebount from the Russians early enough to take advantage of it? *IBM Requires: Win 3.1+, 486+, 2spCD-ROM, hard disk, 8mbRAM.* $40.00

BATTLEGROUND: BULL RUN

TalonSoft

The seventh *Battleground* game. Includes two complete battles. First Battle of Bull Run in July 21st 1861, which found J.E.Johnston's outnumbered Rebels fighting as a desperate delaying action versus the powerful Union army of Irvin McDowell. And the Second Battle of Bull Run in August 28-30, 1862. *IBM Requires: 486/33+, Win 3.1+, hard disk, 2spCD-ROM, 8mbRAM.*
$40.00

BATTLEGROUND: CHICKAMAUGA

TalonSoft

The ninth game in the series, this one featuring an all new 32-bit game engine. This game deals with the epic "western threatre" Civil War battles at Murfreesboro in late December 1862 through early January 1863 and Chickamauga in September 1863. During both of these bloody battles, the Union's Army of Cumberland was commanded by Major General William Rosecrans. He won the first battle, but lost the second. With a scenario editor, variable command control, historically accurate battle maps. *IBM Requires: Windows '95, Pen 75, 4spCD-ROM, 16mbRAM, 16bitSVGA.* IBM - $90.00

BATTLEGROUND: Prelude to Waterloo

Talon

Battleground 8. Delivers both battles of Ligny and Quatre-Bras in the days preceeding the epic struggle at Waterloo. Can you lead Napoleon's French forces to victory at Ligny and Quatre-Bras effectively splitting the Anglo-Allied Armies to continue the conquest of his empire, or help the British and Prussian armies defeat L'Empeurer and prevent his advance to Waterloo effectively ending his tyranny of Europe. Features several "What if" scenarios. *IBM Requires: Win 3.1+, 486/33+, 8mbRAM, hard disk, SVGA, 2spCD-ROM.*
$40.00

BATTLEGROUND: WATERLOO

Talonsoft

This is the most stunning and magnificent presentation of the Battle of Waterloo I have ever seen. The game features a stunning new 3D approach to the battle, with 3D terrain showing woods, buildings, hills, valleys, streams, and 3D units of cavalry, infantry and artillery, in this case, arrayed in formation (not on movement stands). You can be Napoleon or Welling and Blucher, and you can control all of your army or ask the computer to control any portion of it. You should see the French army in the process of attacking Hougoumont, with skirmishers advancing through woods, defenders behind the walls, artillery being brought up. *IBM Requires: Win 3.1+, 486/33+, CD-ROM, hard disk, 8mbRAM.*
$40.00

BUCCANEER

SSI

A 3D adventure game set in the 17th century Caribbean, Buccaneer offers high seas combat and elements of resource management. Choose a "cut to the chase" combat-only option, fight ship-to-ship, or watch as your crew boards enemy vessels to take them over. Immerse yourself in the wide-open world of the buccaneers by choosing the campaign option. To survive you'll have to obtain bigger and better ships, keeping crewshappy and loyal. Complete individual missions, fight and negotiate you way through 21 territories in the Caribbean. Capture enemy ships, plunder ports and towns. Network up to four players. *IBM Requires Pentium 120, 16mbRAM, SVGA, hard disk, 4spCD-ROM*
IBM - $50.00

CAESAR II

Impressions

As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebes happy with bathes and entertainment and watch your defenses carefully. Should they fail, you can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your province. Govern well and rise to become Caesar! In the league of Civilization, including city building in the first century AD, more than 20 types of buildings to construct, fight barbarians in simple combat, or link the game with COHORT II, a sophisticated economic model, etc. *IBM Requires 486/66, 8mbRAM, SVGA, Win'95, 2spCD-ROM*
IBM - $30.00

CAESAR III

Impressions

As a provincial governor charged with spreading the glory of Rome, your mission is clear: build cities, foster trade and industry, and make money. Make a career out of pleasing the emperor, battle barbarians and repel the Carthaginians. You may even be crowned as Caesar. Build, rule and defend on the one screen, no more switching between city, province and battle screens. Use the city construction kit to build the perfect city, talk to your civilians, appease 5 gods, etc. Looks great! *IBM Requires: Pen 90, 16mbRAM, Windows '95, 4spCD-ROM, hard disk, SVGA.* IBM - $80.00

CHINA The Forbidden City

Cryo

Experience everyday life in the Forbidden City in this 3D adventure game that takes you back to the heyday of Imperial China. A terrible murder has been committed in the year of 1775. The Emperor wants you to find the assassin and avenge this insult to the throne. Startling discoveries await you amidst the splendor of the interiors and gardens, the deviousness of the eunuchs and the intimacy of the Imperial concubines, as you uncover a web of treason that threatens thousands. With 30 fascinating characters. *IBM Requires: Pen 90, 16mbRAM, 8spCD-ROM, SVGA, Windows '95.* IBM - $80.00

CIVILIZATION

Microprose

This is the classic game of leading your chosen ancient civilization through the corridors of time, from 4000BC to 2100 AD. You develop cities and technology, trying to build a nation that will stand the test of time. You must build armies to defend, and explore the world. *IBM requires: 486/25, CD-ROM, 4megRAM.* $20.00

Civilization Strategies & Secrets Hint Book. $30.00

CIVILIZATION II

MIC

This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full color; there are heaps of new troop types and weapons such as elephants, archers, stealth fighters and bombers, AEGIS cruisers; there are more technologies to develop; diplomacy is expanded and improved; there is a new map editor, full motion video of Wonders of the World; and there are now pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, or a nation in WW2. *IBM Requires: 486DX/33+, Windows 3.1+, 8mbRAM, SVGA, CDROM, mouse, hard disk.* MAC - $90.00 **Playstation $90.00** IBM - $30.00

Civilization II Official Strategy Guide CIV II hint book. $35.00

Civilization II Fantastic Worlds Magic and imagination rule in 15 new fantasy scenarios. Includes a world of dragons and goblins, a world where you play a dinosaur tribe, a world of Jules Verne, and Mars! *Requires as above.* $22.00

Civilization II Classic Collection Has Civilization II, Civ II Multiplayer, Conflicts in Civilization & Fantastic Worlds $70.00

Civilization II Multiplayer Has the complete Civilization II, but with multiplayer capabilties: compete with six other human and AI players on the Internet, LAN, Modem and Hot-Seat. *Requires Pentium, 16mbRAM, 2spCD-ROM, Windows '95, SVGA.*
$45.00

Civilization II Complete Guide to Scenario Building A huge book plus CD-ROM to help you design & build yoru own scenarios. $27.00

CIVILIZATION III Call to Power

Activision

Build an empire to span history from primitive beginnings into the sci-fi future of 3000 AD. Lead a turn-based conquest in which every strategy devised, technology discovered and war waged has repercussions on your future world. Exploration, discovery, research, technology and Wonders of the World are your tools as a global leader. Make every social, economic and diplomatic decision. Over 65 beautiful units, 4000BC – 3000AD, 90 technological advances. Use economic attacks, propaganda, biological terrorism. You can even build underwater cities and orbital space colonies. *IBM Requires: Pen 133, 32mbRAM, 16bitSVGA, 4spCD-ROM, Windows '95.* IBM - $90.00

FIELDS OF FIRE: War Along the Mohawk

Empire

Take up your musket or grab a tomahawk in this challenging historical game where roleplaying meets real-time strategy. Grow your character through the American conflicts of the 1700s, learning new skills and acquiring wealth and power, while managing real-time battles and looking after your base, your resources, and your friends. 40 characters, heaps of weapons, 30 strategic missions linked by a story, in-game tutorial. *IBM Requires: Pentium 100, 16mbRAM, 2spCD-ROM, SVGA, hard disk.*
IBM - $75.00

GANGSTERS

Eidos

Set in a Chicago-like town in the 1920's prohibition period, Gangsters is the strategy game where crime pays. From extortion to intimidation to street execution or all-out bloody gang warfare. Playing in a vast city filled with over 5,000 individual characters, combines real-time action in a highly detailed 3D semi-topdown view with easy-to-use strategy planning interface. Features a 1,000 block city, 100 gangsters work for you, break the law with complete immunity. *IBM Requires: Pen 133, 16mbRAM, Windows '95, 4spCD, 2mbSVGA.*
IBM - $90.00

GETTYSBURG (SID MEIER'S)

Interplay

A beautiful 3D game of the battle of Gettysburg that shows why Sid Meier is perhaps the best strategy computer game designer. The appeal of the game even beats the Battleground series, in my oppinion, with stunning battlefields with rocks, trees and fences. Uses a brilliant and simple drag or click interface to give orders to your units, such as skirmish, maneuvre, travel along road, wheel, advance, battle, etc. The game is real-time, but nothing like *Command & Conquer*. The morale and command system works like a dream. Famous units fight like wildcats, while run of the mill units can shatter like glass when mishandled. To win you'll need to develop historical tactics, executed correctly. Four scenarios plus the campaign. Looks fantastic! IBM *Requires: Win'95, Pentium 90, 16mbRAM, SVGA, 2spCD-ROM, hard disk.* $90.00

Official Guide to Sid Meier's Gettysburg $30.00

GREAT BATTLES OF ALEXANDER

Inter

GMT's famous boardgame is now a computer game. Take command of the legendary armies of Macedon, Conquer the rebellious Greeks, crush the defiant Persians, capture the crowns of kings and pharaohs to earn the most exalted title of all: Alexander the Great. Or, you can take the role of Darius, Mennon, Clitus, etc. There are ten different battles, which also link as a campaign. *IBM Requires: Win'95, 486/100, 16mbRAM, SVGA card, 2spCD-ROM, hard disk.*
$15.00

GREAT BATTLES OF HANNIBAL

Inter

GMT's famous boardgame system is now a computer game that recreates the wars between Carthage and Rome. Covers all of Hannibal's major campaigns and battles, from Spain to the gates of Rome. There are eleven different battles, which also link as a campaign. Also has a free placement mode, which gives you the ability to modify forces under your control for a "what if" scenario. With 3D, real, detailed units. *IBM Requires: Win'95, Pentium 90, 16mbRAM, SVGA card, 2spCD-ROM, hard disk.* $15

GREAT BATTLES OF CAESAR

InteractiveMagic

GMT's famous boardgame system is now a computer game that recreates the wars of Julius Caesar. As Caesar you can cross the Rubicon and lead your troops to Rome and the supreme power. Or as Pompey, Marius, Sulla, you might just defeat mighty Caesar and rewrite the history books. Covers Caesar's civil war campaign including Caesar against Pompey at Dyrrhachium in 48BC, Marius against the Cimbri in 101 BC, Chaeronea 86 BC, Munda 45BC between Caesar and Pompey, Thapsus 46 BC, the Last Elephant Battle. *IBM Requires: Win'95, Pen 90, 16mbRAM, 2spCD-ROM.* IBM - $30

GREAT BATTLES COLLECTION

InteractiveMagic

Great Battles of Alexander, Caesar and Hannibal.
IBM - $50.00

HISTORY OF THE WORLD

AH

Avalon Hill's best selling boardgame of strategy and world conquest now available on computer. It took the Pharaohs a lifetime to build the pyramids. Entire dynasties rose and fell before the Great Wall of China was completed. yet these and other monumental tasks unfold before your eyes against the panoramic background of the rise and fall of the world's greatest civilizations won by men in arms ranging from ancient Sumerian charioteers to the Kaiser's stormtroopers. But the road to empire runs through seven Epochs - each barred by a host of calamities such as plague, civil war, barbarian incursions, earthquakes, floods, and holy wars announced in animated splendor to decide the fate of nations. 1 to 7 human or computer players. *IBM Requires: 486/33, 2spCD-ROM, 8mbRAM, SVGA.*
$20.00

IMPERIALISM

FrogCity

Build a nation - conquer the world! Starting in the early 1800s. Combining elements of resource management, economic trade, exploration, diplomatic maneuvering and military conquest, *Imperialism* challenges you to attempt what few in history have dared - to unify the world under one leader. With a dynamic economic model, use diplomacy, foreign trade partners; cabinet ministers offer advice, sophisticated AI provides and maintains a unique strategic personality for each of the major powers; random maps and various difficulty levels, etc. *IBM Requires: Pentium 75, 16mbRAM, Win'95, SVGA, 4spCD-ROM.*
IBM - $50.00

Imperialism Hint Book The official Strategy Guide $30.00

IMPERIALISM II

FrogCity

Turn-based strategy game set in the time of the exploration and conquest of the New World. You take the role of one of the European Super Powers. Your goal is to dominate Europe through conquest and diplomacy. Exploit the riches and resources of the New World to help you do so. Build your economy, your labor force, develop technology, and build a strong military. 300 years of history. *IBM Requires: Windows* '95, Pen 166, *32mbRAM, 4spCD-ROM. May.* IBM - $50.00

LORDS ROYAL COLLECTION

Sierra

Contains three complete games: *Lords of the Realm I*, *Lords of the Realm II*, and *Lords of the Realm II Siege Pack. IBM Requires 486/66, 8mbRAM, hard disk, CD-ROM, SVGA.*
$80.00

MEDIEVAL

HPS

A tactical game of medieval warfare. Units are 25 men and are rated for morale, which plays a very big part – you can't fight to the last man; fatigue, formation, armor, defense, and weapon type. Formations are columns, squares, line, skirmish and shield wall. Leaders can rally disrupted or routed troops and can enhance units within their command range. Includes a scenario and symbol editor, has close up and overview views of the battlefield, battles include Clontarf, Hastings, Stirling Bridge, Falkirk, Crecy, Robin Hood. 800x600 16 Bit Color. *IBM Requires: Windows '95, 133 Pen, 16mbRAM, 4spCD-ROM, SVGA.* IBM - $75.00

NORTH vs SOUTH

Interactive

In the style of *Great Battles of Alexander*. You take command of either Lee's Southern army of McClellan's Yankee army. Whether fighting the eastern campaigns at Antietam, Bull Run, or Gettysburg you call the shots, commanding your army through a ground breaking dynamic campaign system that reacts intelligently to your successes and failures. With ten campaign/scenarios and the grand campaign, great unit and combat animations. *IBM Requires: Pen 150, 16mbRAM, 2spCD, SVGA, hard disk, Windows '95.*
IBM - $85.00

RED BARON 3D

Dynamix

Dynamix's Red Baron computer game returns re-done as a stunning 3D flight sim. With an exclusive transparent cockpit for easy viewing of target areas. New 3D graphic acceleration creates a world stunningly real. Also features new & improved flight models, you can customize the paint scheme on your aircraft. You can fly 22 different aircraft. *IBM Requires: Pen 133, 32mbRAM, 2spCD-ROM, SVGA, 3Dfx card recommended.*
IBM - $70.00

SEVEN KINGDOMS

Imagic

A *Red Alert* style game. Enter the world of Seven Kingdoms, a world of intrigue and diplomacy, of trade, conquest and espionage. Take control of any of seven emerging civilizations: Chinese, Persians, Japanese, Greeks, Normans, Vikings or Mayans. Begin with a single modest village under your command, and an entire world to be conquered by force of arms or guile or persuasion, awaits you. *IBM Requires: Win'95, Pentium 90, 16mbRAM, 800x600 SVGA, hard disk.*
IBM - $30

SEVEN KINGDOMS Ancient Adversaries

Imagic

The ultimate real-time game of empire building is back and better than ever. Lead any of ten emerging civilizations to glory through trade, diplomacy, espionage and conquest. This new version improves on the original with new terrain, new nationalities, new gods, new scenarios, new enhancements. Fantastic monsters and Great Beings include the Indians' Djinni, Egyptians' Isis, etc. You can pause the game to issue orders, manage tactical combat, an assess status. *IBM Requires: Windows '95, Pen 90, 16mbRAM, SVGA, 4spCD-ROM.* IBM - $75.00

SHOGUN: TOTAL WAR *Due May*

EA

Real-time strategic warfare in 16th Century Japan – thousands of Samurai clash across spectacular battlefields as rival warlords battle to become Shogun. Control all aspects of the war: politics, planning, and the battles themselves. With an amazing 3D engine that gives stunning tactical battles with up to 5000 troops on screen, with rolling landscapes, woods, rivers, etc; authentic Japanese setting, etc. *IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, Windows '95.*
IBM - $90.00

STRATEGO

Hasbro

A classic boardgame now released as a computer game. Strategically position your men. Send out your scouts to discover your enemy's manpower. Use the skill of your miners to disarm enemy bombs. Battle begins! Battle it out with classic Strategic rules or Ultimate Stratego rules. Compete against up to 3 human or computer players. Wage war over LAN, modem or internet. View superbly rendered 3D battles. *IBM Requires: Windows '95, Pen 100, 16mbRAM, 4spCD-ROM, SVGA, hard disk.* IBM - $50.00

STRATEGY GAMES OF POWER & GLORY

Sierra

Contains three complete games: *The Rise and Rule of Ancient Empires* where you play a nation such as Egypt, Greece, Persia or China; *Mission Force Cyberstorm*, which is a BattleMecha hexed based wargame; *and Caesar II*, where you are the Governor of a Roman province. *IBM Requires: 486/66+, 8mbRAM, 2spCD-ROM, SVGA.* $50.00

THE SETTLERS III

BlueByte

A compulsive and addictive real-time strategic simulation of tactics, prosperity, combat and growth where you control a civilization such as Romans or Egyptians. Manage your resources carefully, build your settlements and trade. With complete new 3D graphics, 150 unique characters, 110 different buildings, 30 different trades such as hunters, fishermen, miners; erect fortresses and towers and lead archers, swordsmen and spearmen in battles; start with an easy to learn training mission, etc! *IBM Requires: Pen 100, 32mbRAM, 2mbSVGA, 4spCD-ROM, Windows '95.* IBM - $90.00

ULTIMATE STRATEGY ARCHIVES

Interplay

Includes the following complete games: Sid Meier's Civilization, Sid Meier's Railroad Tycoon Deluxe, X-COM UFO Defense, Heroes of Might & Magic, Conquest of the New World Deluxe, Jagged Alliance: Deadly Games, MAX and Dark Colony. *IBM Requires: Pen 90. 16mbRAM, SVGA, 4spCD.*
IBM - $70.00

WARBIRDS Dawn of Aces

Interactive

3D accelerated WWI aerial combat. Features offline training to hone your flight and gunnery skills, free head-to-head via modem, serial or internet; legendary WWI planes including Fokker Dr1, Spad VII, Sopwith Camel, Albatross, etc; both 3D accelerated and non-3D accelerated available in the same online arenas, multiple online arenas, each supporting hundreds of players simultaneously. *IBM Requires: Windows '95, 1024x768 SVGA, Pen 133, 32mbRAM.*
IBM - $75.00

World War II

101st AIRBORNE IN NORMANDY

empire

It is the early morning hours of June 6, 1944. The Soldiers of the 101st Airborne were handed one of the toughest assignments of WWII, to parachute behind enemy lines at night, and secure the grounds before the morning invasion known as D-Day. You lead 18 paratroopers through multiple campaigns and combat engagements in this realistic initiative-based strategy simulation. From the barracks to the battlefield, you command every aspect of the landing. 9 campaigns, each with 28 engagements. Accurate historical weapons, animations and cut scenes. *IBM Requires: Pen 133, hard disk, Windows '95, 6spCD-ROM, 2mbSVGA, 16mbRAM.*
IBM - $75.00

ACES

Sierra

A compilation of six of histories great battle simulators. Includes *Red Baron*, WWI aircombat, *Aces over Europe*, during WWII, *Aces of the Deep*, commanding a sub in WWII, *Aces of the Pacific*, WWII Pacific Theature aircombat, *A-10 Tank Killer*, modern flight simulator, *A-10 Tank Killer II*, more modern flight combat. *IBM Requires: 486/66, 8mbRAM, SVGA, 2spCD-ROM, hard disk.*
$75.00

AIR WARRIOR III
IM

Combines all the exciting missions of *Air Warrior II* with four new Pacific planes, 6 new campaigns over the Pacific Ocean and Europe, and heart-pounding accelerator-enabled 3-D graphics. With new detailed landscape and aircraft art, and enhanced artificial intelligence. Over 450 missions. Supports multi-player. *IBM requires: Win '95, Pentium 133, 24mb RAM, SVGA, 2spCD-ROM, hard disk.* **IBM - $30.00**

ALLIED GENERAL
SSI

The sequel to *Panzer General*, now you become an Allied General. Success depends on your effectiveness as a leader. Play thee campaign games as an American, British or Soviet General against the German army. Or choose from over 35 scenarios that let you play as either the Allied or Axis side. And several what-if scenarios include Churchill's never-realised invasion of Norway, Operation Jupiter. Watch your forces improve with each victory. Use new troop types such as Finnish Ski Troops. Units include anti-aircraft, air-defense, anti-tank, artillery, infantry, tanks, trucks, aircraft, naval. In each class there are a variety of skill levels, experience, etc. There are many different types of tanks, such as Panthers, Hummel, Wespe, Tiger II, etc. *IBM Requires: 486/66, 8mbRAM, SVGA, CD-ROM, Windows.* **Playstation $80.00 IBM - $40.00**

ARDENNES OFFENSIVE
SSI/SSG

SSG and SSI have combined to bring us this new game. On December 16th 1944, the Wehrmacht launched a furious surprise attack against American forces in the Ardennes. As overcast skies grounded Allied air cover, 24 German divisions hammered at the Americans along a 60-mile-wide front, driving 45 miles deep into the American lines. With highly detailed SVGA graphics, extensive on screen help and information including a detailed order of battle, a full tutorial scenario and an equipment encyclopedia. Play any of eight scenarios or the complete campaign, features three levels of difficulty, network or modem head-to-head. *IBM Requires: Pentium 90+, Windows'95, CD-ROM, 8mbRAM, hard disk.* **IBM - $30.00**

ARMY MEN
3DO

Real Combat. Plastic Men. A post-WWII wargame in which you control those cheap little green plastic toy soldiers. Seriously. Take control as the sergeant in the field, leading your plastic men into the heat of battle in this squad level action strategy game. Over 30 action soaked missions in three different terrains. Drive tanks, jeeps, half tracks, trucks. Use airstrikes, paratroop drops, air recon. Heaps of destructive weapons, and you can even melt enemy plastic soldiers with flamethrowers! Includes little plastic tanks, jeeps, etc. Cute. *IBM Requires: Pen 90, Win'95, 16mbRAM, SVGA, 4spCD-ROM.* **IBM - $30.00**

ARMY MEN II
3DO

This sequel takes the plastic toy soldiers into the kitchen, bedroom, front yard, and garage. With crazy new weapons such as the magnifying glass, spray cans; new obstacles such as hot stove jets; improved computer AI, etc. *IBM Requires: Windows '95, Pen 90, 16mbRAM, 4spCD-ROM, 1mbSVGA.* **IBM - $85.00**

AXIS & ALLIES
Hasbro

One of the most anticipated computer game releases this year - the magnificent Axis & Allies boardgame has now been released as a faithful computer game. The year is 1942 and the world is at war. You are a powerful leader struggling for supremacy. Features classic game-play plus new rule variations exclusive to this game. Play against Montgomery, Eisenhower and Yamamoto. Has a basic training tutorial. Up to 5 humans or computer players can play on the one computer or over a network. "Time machine" feature allows players to review previous moves and analyse enemy strategies and offensives. With great graphics taken straight from the board game. *IBM Requires: Windows '95, Pen 133, 16mbRAM, hard disk, SVGA, 1mbVideo Card.* **IBM - $80.00**

CLOSE COMBAT 2.0 A Bridge Too Far
Microsoft

Advanced Squad Leader for your computer! A real-time, historically accurate World War II strategy game that puts you in command of either the Allied or Axis forces during the epic Operation Market Garden battle in German controlled Holland. Includes a Battlemaker, which lets you make your own scenarios, adds a new strategic layer to challenge players to out-think their opponents in the war room, true line of sight and line of fire replicates fog of war; limited amounts of ammo, dynamic deployment allows you to retain ground captured or be pushed back and forward across the same battle maps; etc. More than 130 infantry and vehicle troop types. *IBM Requires: Win'95, 16mbRAM, SVGA, 4spCD-ROM, Pentium 90.* **IBM - $30.00**

CLOSE COMBAT III The Russian Front
Microsoft

A real-time strategy game set in WWII featuring unequalled detail, realism and scope. Play as either the Soviets or Germans. Command the same men throughout the entire four-year campaign, from the German invasion in 1941 to Berlin in 1945. Over 300 specialised squads, 100 weapons, 60 soldier types, 80 vehicles and AT guns. Includes rocket launchers, off-board artillery; you can rest, refit and upgrade your squads between battles; create your own "what-if" scenarios with the enhanced Scenario Editor. Craft single or multi-map battles. *IBM Requires: Pen 133, 32mbRAM, Windows '95, 800x600 SVGA, 4spCD-ROM.* **IBM - $95.00**

COMMANDOS Behind Enemy Lines
Eidos

A real-time tactics game set in WWII that puts you in command of a small squad of elite troopers. Send them behind enemy lines on a series of hazardous missions, and bring them back alive. Study the enemy's movements, develop a careful plan, synchronise your men, and launch them on a swift and fierce attack using all your power and skill. With stunning 3D graphics of German trains, tanks, battleships, aircraft, bridges, etc (more than 350 altogether!) 26 missions, each totally unique. The Germans have over 40 different vehicles and troop types. *IBM Requires: Pen 100, 16mbRAM, 4spCD-ROM, Win'95, SVGA.* **IBM - $90.00**

EAST FRONT
Talonsoft

Featuring absolutely stunning graphics in this game of the war on the Eastern Front. Clash the Russian T-34s against the German armor at Kursk. Drive in Stalingrad and claim the factories for Germany. It's all there for you to command from 1941 to Berlin in 1945. This fast paced platoon-level game of tactical combat in Russia starts you out as a company commander, with promotions if you do well. You can play either the campaign or individual scenarios. There are 300 different types of platoons and you can design your own scenarios. The game looks and feels like a miniatures' game. *IBM Requires: Pentium, 8mbRAM, SVGA, 2spCD-ROM, Win'95.* **IBM - $50.00**

East Front Official Strategy Guide	**$22.50**

EAST FRONT CAMPAIGN CD 1
Add six new nationalities: Poland, Hungary, Finland, Slovakia, Italy, & Romania. Seven new campaigns, set in Poland, Finland, Rommania and Russia. Has fifty new battles including Kharkov and the Siege of Odessa. **IBM - $50.00**

WEST FRONT
Talonsoft

Featuring absolutely stunning graphics in this game of the war on the Western Front. It is all there for you to command on the Western front, from 1940 France to Berlin 1945. Has campaigns plus individual scenarios, a full features scenario editor, new terrain features such as Normandy Bocage, African desert, picturesque Europe. Also parachute drops, glider landings, amphibious landings, naval gunfire. Over 500 new equipment and unit types, etc. *IBM Requires: Windows '95, 16mbRAM, 4spCD-ROM, Pentium 133, 16bit SVGA, hard disk.* **IBM - $95.00**

EUROPEAN AIR WAR
Microprose

The most stunning WWII flight sim I have seen. Take to the skies over Europe during the most dangerous days of WWII. Pilot 20 authentic fighter aircraft from America, Britain and Germany. Defend the skies over England in 1940 from waves of German bombers, fight off attacking Messerschmitts as you escort B-17s on critical bombing runs, and engage in dogfights over France. With a Quick Start mode for instant dogfighting, single missions, dynamic campaigns, pilot careers. Multiplayer via direct connection, modem or network. Aircraft include P-51s, Spitfires, Hurricanes, Bf-109s, Fw-190s, etc. *IBM requires: Win '95, Pentium 133 with 3Dfx or Pen 166, 32mb RAM, 4spCD, hard disk.* **IBM - $90.00**

FIGHTER SQUADRON Over Europe
SSI

A combat flight simulator of the air war over Europe during the last years of World II. With realistic flight and damage models. Engines get knocked out, parts are shot off and torn fuselage flutters in the wind. With native 3Dfx support, stunning cockpits, great texture-mapped terrain. Pilot the Me-262, P-38 Lightning, B-17G Flying Fortress, Mosquito, P-51D, Fw-190, Ju-88, Lancaster, Spitfire and Typhoon. Fly solo or multiplayer via LAN or the internet. With 90 missions in 30 scenarios. You can even switch planes in a squadron mid-dogfight. Also has a mission editor. *IBM Requires: Pen II 266, 2mb16-bit SVGA, 32mbRAM, Windows '95, 4spCD-ROM.* **IBM - $95.00**

FIGHTING STEEL WWII Naval Combat
SSI

World War II naval combat from 1939-42, including the British, German, American and Japanese fleets, all rendered in stunning 3D. With historical scenarios, campaigns, computer generated scenarios, and scenario editor. Control divisions, fleets, or single ships in real-time action. Over 90 ship classes, realistic 3D battle damaged sustained by ships, etc. *IBM Requires: 4spCD-ROM, Pen 133, 32mbRAM, 2mbSVGA, hard disk. Due April.* **IBM - $60.00**

JANE'S WWII FIGHTERS
Janes

Fly seven famous WW2 fighters, being the Mustang, Thunderbolt, Lightning, Spitfire, Bf 109-G, Fw 190A-8 and Me262A1.Takes full advantage of today's 3D technology. Fully operating 3D cockpits, clouds, smoke, fire, bullet holes, muzzle flashes. Fierce dogfighting, swarms of aircraft, desperate radio chatter. You can play a full campaign as Axis or Allies, plus 35 single missions, a full mission editor, multiplayer for up to 8 via LAN or internet. With no radar or missiles, its easy to learn how to fly these planes, but has tutorial missions on each aircraft anyway. *IBM Requires: Win, Pen 200, 32mbRAM, 3Dfx, 6spCD.* **IBM - $75.00**

LUFTWAFFE COMMANDER
SSI

A WW2 flight simulator. Return to a time when the deadly Me-109 ruled the sky. Here you can fly ten aircraft, including the Me-109, Me-262, I-16, P-39, Spitfire, P-51, etc. Terrorize Allied or Axis forces in five combat areas, Spain, France, Great Britain, Russia, Germany, with over 500,000 square miles of terrain. Choose from 2 flight modes, *Iron Cross* challenges less experienced pilots, while *Knight's Cross* provides a WW2 air combat simulation of uncompromising accuracy. Each of the ten aircraft you fly has detail interiors, 50 single player missions, you can custom build air combat scenarios, modem and serial play. *IBM Requires: Pen 166, 32mbRAM, 8spCD-ROM, 3D accelerator card wityh 4mbRAM, Windows '95.* **IBM - $50.00**

Microsoft Combat Flight Simulator WW2 Europe

Combines flight simulator realism with air combat excitement. Uses the same detailed attention to airplane physics and instrumentation as the award-winning Microsoft Flight Simulator.With stunning cockpit and world detail, fly over Big Ben as you dogfight over London. Choose from eight historic fighters including the Spitfire, P-51 Mustang and Me-109. Take advantage of accelerated graphics. Adjustable skill levels. *IBM Requires: Pen 133, 16mbRAM, Windows '95, 16bit SVGA, optional 3D graphics accelerator.* **IBM - $99.00**

PACIFIC GENERAL
SSI

Using the popular *Panzer General* system, but featuring a newly created naval combat model for high-seas realism. Engage in naval combat, including island hopping land battles, with the same exquisite playability as land combat. Campaigns and scenarios are playable as Japanese or American forces – imagine landing in San Francisco as the victorious Japanese! Also authentic war footage, a comprehensive scenario editor, battle generator and you can play head-to-head via modem or network. *IBM Requires: Pen 90, Windows '95, 16mbRAM, SVGA, 4spCD-ROM.* **IBM – $50.00**

PANTHERS IN THE SHADOWS
HPS

Re-creates World War Two combat on the Western Front from 1939-45, including North Africa and Europe, set on a platoon/section scale. With 1 minute turns, over 1,500 weapons systems and 500 different guns, authentic round penetrations based on muzzle velocity, size, mass, density, target's armor thickness at location hit, and angle of armor. Also all the major round such as AP, APC, APDS, HE, HEAT, APHE, etc. There's no point trying to defeat the "game-system", because the game recreates history faithfully - only real-life tactics will succeed. 5 historical scenarios plus complete scenario editor. *IBM Requires: VGA, hard disk, 3.5"FDD.* **$85.00**

Panthers in the Shadows Map Builder Add-on Disk	**$15.00**
Panthers in the Shadows Campaign Disk # 1 Into the Cauldron	**$15.00**
Panthers in the Shadows Campaign Disk # 2 SSLAH in Normandy	**$15.00**
Panthers in the Shadows Campaign Disk # 3 Thunderbolt!	**$15.00**
Panthers in the Shadows Campaign Disk # 4 Heia Safari	**$15.00**
Panthers in the Shadows Campaign Disk # 5 Hell on Wheels	**$15.00**
Panthers in the Shadows Campaign Disk # 6 Sea Lion	**$15.00**
Panthers in the Shadows Campaign Disk # 7 France 1940	**$15.00**

Two other HPS Games are Broken Alliance and Dragons in the Mist	**$40 each**

iPANZER '44
IM

A tank combat simulator. Command American, Russian or German tanks in the great battles of 1944. Control a single platoon of 3 - 5 tanks or a larger force complete with support vehicles, infantry, artillery, and even air support. Accurately simulates (that is, you can drive them) the three most important tanks of WWII: the M4A6 76mm Sherman, Panther Ausf G, and Russian T-34/85. Includes other tanks, tank destroyers, assault guns, halftracks, jeeps, etc. With eighty combat areas with randomly generated battles for unlimited gaming, four different campaigns, extensive difficulty and realism settings, optionally supports 3D graphics. *IBM Requires: Win'95, Pentium 133, 16mbRAM, 4sCD.* **$20.00**

PANZER COMMANDER
SSI

An absolutely stunning 3D tank simulator. Lets you test your skill with over 24 driveable tank types from 4 countries! In-tank views include historically accurate driver, main gunner, machine gunner anc cupola views. External views include three-quarter, zoom and elevation views. Your crew follow your commands and improve with each successful mission. Has 3 Germand 3 Russian campaigns, each with over 20 missions. Stand-alone scenarios include 10 each for US, British, German & Russian. Also 12 multiplayer scenarios. Powerful scenario editor lets you adjust over 150 variables. Simulates realistic movement over rough, muddy and frozen terrain, weapons recoil and performance. Tanks you can drive include T-34/85, IS-II, M26, M4 Sherman, Tiger I, Tiger II, Matilda, Cromwell, etc. *IBM Requires: Pen 133, 16mbRAM, 4spCD-ROM, Win'95.* **IBM - $50.00**

PANZER GENERAL
SSI

A strategy game. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progressive campaign game, there are 35 scenarios which can be played Allied or Axis. *IBM Requires: CD-ROM, 4mb RAM, 386DX33+.* **IBM - $20.00**

PANZER GENERAL II
SSI

At last it is here - and being played by several of our staff! More than just a sequel, this game is an entire generation beyond anything yet seen in strategy games. Witness the Living Battlefield, a new standard for strategy game artwork, with photo quality tanks, guns, buildings, mountains, roads, etc. With thirty painstakingly crafted battlefields that are faithful to the real ones in WW2. Game play is fantastic, with the campaign starting in Spain, and going onto the Eastern, African and Western Fronts. Includes 12 multiplayer scenarios, and you can design your own scenarios. Thoroughly recommended. *IBM Requires: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, 4spCD-ROM.* **$50.00**

Panzer General II The Official Strategy Guide Hint book.	**$30.00**

SILENT HUNTER Commander's Edition
SSI

The game plus Patrol Disks 1 and 2, plus the new Patrol Disk 3, which has 15 historical scenarios and 2 patrol zones, Aleutian Islands and Java Sea. **$60.00**

SMOLENSK TO MOSCOW
Schwerpunkt

A wargamers' wargame on computer, without any "frilly" stuff! Covers the primary battles between Germany and Russian during WWII from 1941 to 1943 in the area between Smolensk and Moscow. With 9 scenarios, scenario editor, computer opponents, optional rules, over 250 units. A low complexity game with 8 optional rules. *IBM Requires: 486/100, SVGA.* **IBM - $70.00**

SOLDIERS AT WAR
SSI

World War II tactical combat at its finest! A turn-based, squad level combat with all the heroism & action of a good WWII movie. Lead a squad of 8 men through 18 linked scenarios. Experience D-Day and the assault on Monte Cassino. Execute commando raids and fight fierce house to house battles in blasted cities. An extremely flexible mission editor and 10 extra stand alone scenarios make the action endless. Over 40 unique actions per soldiers lets them walk, kneel, crawl, throw grenades, kick-in doors, climb into disabled tanks, etc. Graphics look wonderful, tanks, planes and subs look like 3D miniatures of the real thing. *IBM requires: Pen 120, 4spCD-ROM, 16mbRAM, 2mbSVGA, Win95.* **$50.00**

STEEL PANTHERS III 1939-1999
SSI

The latest from Gary Grisby and Keith Brors, Steel Panthers III lets players fight larger tactical battles using the same easy-to-use interface featured in their critically acclaimed Steel Panthers I and II. This brilliant tactical wargame includes 6 campaigns and 40 scenarios, as well as a scenario editor that allows you to build your own scenarios, and even link ten of them into a campaign. Players can engage in brigade size battles frome very major historical conflict from 1939 to date, plus hypothetical battles, such as NATO 1998 and Holy War 1999. Includes weapons and units from 20 WWII countries and 40 post WWII countries. *IBM Requires: 486/66, 2spCD-ROM, 16mbRAM, hard disk, SVGA..* **$50.00**

Steel Panthers III Official Strategy Guide	**$30.00**

STORM IN THE WEST
Schwerpunkt

A wargamers' wargame on computer, without any "frilly" stuff! With six scenarios set on the Western Front in WW2, including 1940 France, 1944 France and 1945 Germany, and an editor for those "what if" scenarios you want to create. Features hex based maps, supply restrictions, fog of war, Allied politics, Germany early jet technology, operational level units, zoom in and out on the map, 200 ground and air units, maps of France, Low Countries and Germany, basic and advanced game, optional rules, for one to two players. *IBM Requires: 386, 3.5" 1.44mb FDD, 1mbRAM, SVGA graphics, hard disk.* **$60.00**

LENINGRAD Version 2.0. A complete game in itself. Covers the 1941 German thrust from the Luga River to Tikhvin, the Russian 1941 winter counter-attack at Tikhvin, the Russian 1942 failed attempt to break the siege, and the overwhelming 1944 attack that forced a German retreat. Also a scenario editor. **$40.00**

KIEV Version 2.0. A complete game in itself. Covers the Kleist/Guderian 1941 pocket, the 1943 German retreat to the Dnieper River under heavy Russian attack, the 1943 Russian breakthrough of the Dnieper River, and the 1943 Manstein class spoiling counterattack. Also a scenario editor. **$40.00**

CRIMEA Version 2.0. A complete game in itself. Covers the 1941 German attack at the Perekop Isthmus/Ishun Lakes, the breakout into the peninsula, the 1942 Russian winter attack, the spring 1942 German capture of Sevastopol, and the Russian capture of all Crimea in 1944. Also a scenario editor. **$40.00**

ROSTOV Version 2.0. A complete game in itself. Covers the 1941 German capture of Rostov, the Russian winter offensive, the spring 1942 German offensive, and the Winter 1943 Russian attacks to cut off and destroy Army Group Don after Stalingrad's capture. **$40.00**

IZYUM A complete game in itself. Covers the Russian 1941 winter offensive to destroy the German 1st Panzer Army, the early spring 1942 Russian attack towards Kharkov that ended in disaster, the spring 1942 German offensive, the winter 1943 Manstein "Backhand Blow" that recaptured Kharkov, and the Russian 1943 fall offensive that drove off the Germans. Also a scenario editor. **$40.00**

The Operational Art of War Vol 1 1939-1955
Talonsoft

Norm Koger (designer of Age of Rifles, Red Lightning) has created this wargame of his dreams. This Volume 1 gives you the ability to create any battle of any war that occurred between 1939 and 1955. The game scale can range from companies of men to whole corps. With full blown map, unit and scenario editor. Hundreds of tanks, planes and equipment to choose from. Stunning 16 Bit high color graphics in both 2D and 3D modes. A event/political editor that lets you create trigger events that will cause other historical or what-if situations to occur. You can play against computer or human opponents, and has 15 major preset battles, including Kharkov, France 1940, Invasion of Sicily 1943, D-Day 1944, Patton vs Zhukov 1945, Israel 1948, Korea 1950, NATO vs Warsaw Pack 1955. *IBM Requires: Win'95, Pentium, 4spCD-ROM 16mbRAM, 16bit SVGA.* **IBM - $60.00**

TIGERS ON THE PROWL
HPS

Extremely detailed recreation of battalion sized combat on the Eastern Front from 1939-45, including all the belligerents, Germany, SS, Soviet, Luftwaffe, Guards, & Axis. Combat is resolved using detailed calculations based on the US Army Ballistics Research Lab, taking into account armor thickness, round penetration at that range, weight of explosive, air drag, angle of the target, etc. Features hundreds of different tanks, artillery, infantry small arms types, etc. Magnificient. *IBM Requires: VGA, 3.5" FDD, hard disk, 386.* **$85.00**

Tigers on the Prowl Map Builder Add-on Disk	**$15.00**
Tigers on the Prowl Campaign Disk # 1 Panzers Forward!	**$15.00**
Tigers on the Prowl Campaign Disk # 2 GD on the Steppe	**$15.00**
Tigers on the Prowl Campaign Disk # 3 Peiper in Russia	**$15.00**

Ultimate World War II Wargame Collection
SSI

Features four of the best of the recent SSI World War Two wargames, all in the one box. They are *Steel Panthers II, Panzer General II, Silent Hunter* and *Soldiers at War. IBM Requires: Pen 120, 16mbRAM, Windows '95, SVGA.* **IBM - $64.00**

V for Victory Commemorative Edition
360

All four magnificent V for Victory games released on the one CD! These are true boardwargames transfered onto your computer with stunning SVGA graphics. The four games are *Utah Beach*, which thrusts you into the Normandy invasion of June, 7th 1944 in WW2; *Velikiye Luki,* where as a German tank commander on the Russian front you must break a siege; *Market Garden* where as the British commander you must take and hold bridges across three major rivers; and *Gold-Juno-Sword* which takes you back to the Normandy beaches as a Commonwealth or German commander. *IBM Requires: 386, CDROM, VESA SVGA, hard disk, 3mbRAM, mouse.* **$20.00**

WarBirds II
iMagic

Featuring online and offline gameplay. Fly 55 historically modelled fighters and bombers including the P-51, JU-87, Zero, B-17, Mosquito, ME-262 and Spitfire. Play online, including multiple online arenas, fly either the Realistic or Relaxed Realism flight model of each plane. Players can also connect via modem or serial. Offline training missions hone your flight, gunnery and bombing skills, Features 3D accelerated and non-accelerated gameplay. *IBM Requires: Windows '95, Pen 133, 32mbRAM, 1024x768 SVGA resolution.* **IBM - $45.00**

Post World War II

A WORLD OF AVIATION
CounterTop

Includes the jet fighter simulation *iF-16, Wings of Silver* which is a multimedia presentation of modern jet aircraft, including full color action video footage, more than 60 photos of aircraft and weapons, *Combat Jets* which is a complete drawing program and over 1,000 clip-art images. *History of Aviation* which presents the history of flight with 60 video clips and 600 photos; and *Warbirds*, a screen saver. *IBM Requires: Windows '95, 16mbRAM, Pen 120, 4spCD-ROM.* **IBM - $85.00**

APACHE V HAVOC
empire

East meets West in an apocalyptic clash of the superpowers as the US Apache Longbow and the Russian Havoc go head to head in the most incredible helicopter sim ever seen on a PC. Deeply challenging gameplay, an intense and absorbing atmosphere and super-fast speeds. The 3D engine is specifically designed for low-level helicopter combat. With stunning cockpit views, realistic and novice options, massive multiplayer campaigns, all weather missions, three vast combat zones, etc. *IBM Requires: Windows '95, Pen166, 32mbRAM, 3DGraphics card.* **IBM - $85.00**

CANNON FODDER
Sensible

Classic reprint. Hand pick 15 soldiers for each mission you play, and shoot anything that moves, throw grenades, shoot bazookas, drive tanks, fly choppers, as you work your way through 24 different missions. *IBM Requires: 486/33, 2spCD-ROM, 4mbRAM, sound card.* **IBM - $22.50**

COMANCHE GOLD
Novalogic

Includes the enhanced version of Comanche, the best selling helicopter simulator of '97, plus new campaigns and missions, (over 80 in total) in which you must stop the threat of biological and chemical devastation in missions that send you to unstable regions around the world. Also has a mission builder, new weapons loadout options, easy and advanced flight models, and absolutely beautiful graphics. *IBM Requires: Win'95, Pen 133, 16mbRAM, SVGA, 4spCD.* **$50.00**

DELTA FORCE
Novalogic

You are 20 clicks behind enemy lines. Dropped in with only the equipment strapped to your body. You are the hunter. This is what you've trained for...what you live for...you are Delta Force. Choose from a complete arsenal of weapons including sniper rifles, play in either 1st or 3rd person. Premiering VoxelSpace 3 graphics terrain with 32 bit color. Engage in over 40 single player/co-operative missions across 5 continents. Mission objectives include airfield take downs in Asia, stopping nuclear and bio-terrorism in Russia. *IBM Requires: Windows '95, Pen II or Pen 166+MMX, 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $90.00**

F-16 Fighting Falcon
Digital I

Classic reprint, renowned for its multirole and dog-fighting capabilities. Fight over three war zones with air-to-air and air-to-ground missions with highly detailed, fully textured landscapes modelled on Korea, Israel, and Cyprus. Authentic cockpit, controllable wingmen, even caters to 3Dfx cards if you have one. *IBM Requires: 486/66, 16mbRAM, 2spCD, joystick, SVGA.* **IBM - $22.50**

F-16 versus MiG-29
Novalogic

A double-game including both F-16 and MiG-29 complete games. The MiG-29 isone of the world's most maneuver able and toughest fighter jets. The F-16 is the workhorse of the USAFYou can fly the two jets against other players in multiplayer mode. With stunning 3Dfx graphics, great interactive cockpits, authentic flight models, over 40 stand alone missions for each jet, mission design tools, use the F-16's Lantirn for night vision and precision bombing, etc. *IBM Requires: Windows '95, Pen 166, 16mbRAM, 4spCD-ROM 3Dfx.* **IBM - $75.00**

FALCON 4.0
Microprose

The North Koreans have crossed the DMZ. Your F-17 Falcon squadron has been called for the strike back...Only the makers of the acclaimed *Falcon 3.0* could launch a new era of flight simulators. This game breaks the sight-and-sound barrier with its cutting edge graphics, realism, dynamic campaigns and multiplayer gameplay. With accurate topographical terrain, detailed radar and weapons simulation, hyper-realistic flight models and stunning visuals. With a manual over an inch thick! Also a real-time campaign engine, an enormous range of aircraft and ground units. *IBM Requires: Pen 166, Windows '95, 32mbRAM, 800x600 16-bit SVGA, 4spCD-ROM, 16bit sound card.* **IBM - $90.00**

Falcon 4.0 Prima's Official Strategy Guide	**$30.00**

JANE'S F-15 JET COMBAT SIMULATOR
EA

You can be up and flying in five minutes. Instant action option includes simplified controls to ensure quick access to your first kill. Training missions have you flying like an ace in no time. Adjustable levels of realism and difficulty. Magnificent graphics and stunning visual effects. Mid-air refueling, smart bomb camera views, radio chatter, 30 different weapons, you can play head-to-head over the internet, modem, network or serial. Design your own missions with a powerful mission builder, relive the Desert Storm through an intense campaign, etc. *IBM requires: Win'95, Pentium 133 with 3DFX card or Pentium 166 without, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* **IBM - $80.00**

JANE'S LONGBOW ANTHOLOGY
EA

The definitive helicopter combat collection, combines two previous games: *AH-64D Longbow* and *Longbow 2*. Features 3Dfx support, all of the world's hot spots (Russia Europe as well as Korea, Central America & Mid East). *IBM Requires: Pentium 133 with 3Dfx or Pen 166, 16megRAM, SVGA, 4spCD-ROM.* **$80.00**

M.I.A.
GlassGhost

A 3D arcade-sytle helicopter shooter set in the Vietnam War. Pilot the most advanced Vietnam-era military choppers including the AH-1, OH-6, UH-1 and Ach-47A. With 26 different missions, each with its own unique challenges and pitfalls – resues M.I.A.s, lead recon missions, escort allied tank columns, spearhead seek-and-destroy missions. Realistic 3D terrain, objects and explosions. True to life technology and weapon upgrades. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 2mbDirect 3D Graphics Card, 4spCD-ROM.*
IBM – $75.00

POLITIKIA - Tom Clancy
RedStorm

Yeltsin is dead! Russia is in turmoil! Tom Clancy's pre-millennium Russia will challenge you to save a crumbling empire. The death of Yeltsin has left a power vacuum. You belong to one of the eight major factions, including the KGB, Church and Mafia, that have risen from the chaos and are competing to take control of the nation. Includes a free Tom Clancy novel, free unlimited multiplayer gaming over the Internet, and single player game. *IBM Requires: Win'95, Pentium 100, 20mbRAM, 4spCD-ROM, hard disk, SVGA.*
IBM - $30.00

Politikia Hint Book **$30.00**

PEOPLE'S GENERAL
SSI

An absolutely stunning game using the *Panzer General II* system, with uncomparable graphics. Presents a disturbingly plausible, near future Asian conflict that escalates to involve virtually the whole world. Game play covers large areans of the Korean Peninsula, Southeast Asia, Siberia, Ural Mountains and Ukraine. Choose from over 200 task forces from 19 nations. Fight either as Chinese or Western Alliance forces in 2+ campaigns totaling 36+ scenarios. Western Alliance forces include the US, Great Britain, Germany, France, Russia, Australia, South Korea, Japan, etc. Includes the latest in military hardware such as M1A3 and T-99 Main Battle Tanks, Werewolf Attack Helicopters, as well as more common weapons such as T-80, AMX-13, Challenger II, AH-64, M109, M60A3, etc. Also has an enhanced Battle Builder with a random element. *IBM Requires: Pen 166, 8spCD-ROM, 32mbRAM, Windows '95, 2mbSVGA.*
IBM - $50.00

Rainbow Six (Tom Clancy's)
RedStorm

The most revolutionary action/strategy game of its kind. Nothing comes close to offering such as exciting combination of strategy, team-building, realistic, 3D graphics and true-to-life special forces action. One shot kills. The ultimate goal is to save yourself and the world from deadly terrorists. You must successfully complete 17 unique missions, and if you die, the world is dead. *IBM Requires: Windows '95, 4spCD-ROM, SVGA, Pen 166 with 3Dfx or Pen 200, 16mbRAM.* **IBM - $80.00**

Mission Pack: Eagle Watch With five new, challenging missions, two new training levels, four new operatives, three new weapons, with missions including visiting a top secret Russian Space Shuttle!
IBM - $30.00

SPEC OPS: Ranger Assault
Take2

The enemy expects you within 24 hours. Actually, you're already there. Liberate a hostage before execution, demolish a squadron of MiG aircraft before take-off, eliminate a maniacal druglord. Choose stealth or all-out war as you lead your team of rangers against campaigns of global terrorism. Fight against time and whole armies in massive, realistic outdoor 3D environments in sites all over the world. Use a huge arsenal of high-tech weapons and gadgetry. This is a 3D style game, not and *Red Alert* style game. Use snipers, demolitions experts, etc. *IBM Requires: Penium 166, 16mbRAM, Win '95, 8spCD-ROM, SVGA.*
IBM - $90.00

SSN-Tom Clancy
Virtus

Tom Clancy brings you his first CD-ROM. The mission briefing is that Chinese hard-liners have staged a daring raid on one of the world's last great untapped oil reserves, setting the stage for a rejuvenated Communist dictatorship. Representing the United States, you command an Improved Los Angeles-class nuclear attack submarine, the USS Cheyenne. Over 360 feet long and brimming with state of the art electronic warfare systems, she is the finest fast attack sub in the world. The fifteen missions you encounter during the game lead you through the realistic scenarios which could be taken from tomorrow's headlines. *IBM Requires: Pentium 60, Win'95, SVGA, 8mbRAM, hard disk.*
$30.00

TEAM APACHE
Mindscape

The ultimate helicopter simulator, that has play modes ranging from pure arcade for beginners to hard-core sim for experienced players. With six interactive training missions, network games possible, real-time campaigns, recruit your own crews, explore your airbase and load your choppers, rock-solid physics and flight modeling, multiple views, great graphics and special effects. *IBM requires: Win'95, Pentium 133, 16mbRAM, 2mbSVGA, 4spCD-ROM.*
IBM - $50.00

TOP GUN Hornet's Next
Microprose

As Maverick, you're hot to strike the enemy with 30 missions while piloting your fully loaded F/A-18. Features 30 missions in three threatures, easy to handle controls, LAN or Internet play. Receive your pre-campaign briefings from Commander Hondo himself. Cockpit and chase views allow you to experience all the action and special effects up close *IBM requires: Win '95, Pentium 166, 32mbRAM, 4spCD-ROM, SVGA.*
IBM - $70.00

VIGILANCE
Sega

Stand against the gathering storm as one of 8 unique player characters – ex NSA, KGB, FBI and other counter-terrorist operatives from all over the world. You'll have 40 unique weapons and power-ups at your disposal, in this 3D first or third person action/adventure game. You face terrifyingly real counter-terrorist missions in single player mode, or up to 20 playable characters in deathmatch mode. The battlefield is the world of today, recreated with photorealistic 3D engine. *IBM Requires: Pen 166, 32mbRAM, Windows '95, SVGA.*
IBM - $70.00

WORLD OF COMBAT 2000
Novalogic

Contains three games in the one box, being: *Commanche* 3, where you strap into the helicopter designed for the battlefield of the future, with over 30 missions, stunning 3D terrain, for novice & expert players. *F-22 Lightning II*, where you take to the skies in the US Air Force's next-generation stealth fighter, with 36 missions, missions change according to outcome of previous missions. And *Armored Fist 2 M1A2 Abrams*, where you command the main battle tank of the US, where you control your own tank or your platoon in over 50 missions. *IBM requires: Win'95, Pentium 90, 16mbRAM, SVGA, 4spCD-ROM.*
IBM - $70.00

Science Fiction

Sid Meier's ALPHA CENTAURI
Firaxis

Sid Meier has now taken the *Civilization* concept into space! Explore the alien planet that is your new home and uncover its myriad mysteries. Discover over 75 extraordinary technologies. Build over 60 base upgrades and large scale secret projects for your empire. Conquer your enemies with a war machine that you design from over 32,000 possible unit types. Terraform the alien landscape; features a random 3D world generator, five paths to victory; six levels of difficulty, a game/map editor, customizable options, fight friends over internet, modem, serial link, etc. *IBM Requires: Pen133, Windows '95, 16mbRAM, 4spCD-ROM, 2mbSVGA.* **$90.00**

ASTEROIDS
Activision

The classic arcade game now with next generation 3D graphics. Added enemies, advanced weapons, explosive effects, brave a multitude of hyperspace worlds, compete against a friend on one screen. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 4spCD-ROM, 2mbSVGA, 3D accelerator card.*
IBM - $50.00

BATTLE ISLE PACK
BlueByte

Contains three classic products: *Battle Isle II*, a huge futuristic wargame of massive tank, ship and aircraft battles with detailed 3D display of all units, *Battle 2 Scenery CD Titan's Legacy*, with 16 new computer maps, 10 new multiplayer maps, 6 new units, etc, and *Battle Isle III Shadow of the Emperor*, with 60 minutes of live video sequences and digitised speech, 64 different weapons, a tutorial, etc, of futuristic warfare in the air, on the ground, and the sea. *IBM Requires: 486/33, Win 3.1+, 8mbRAM, 2spCD-ROM, SVGA.*
$45.00

BABYLON 5 SCREEN SAVER Shadow Wars
SS

This all new limited edition CD-ROM packs a vast collection of multimedia matter: 25 video clips, 75 wallpaper scenes, icons and animated cursors, plus a multi-level arcade style shoot'em-up where you control a Starfury in a game like *Space Invaders*. *IBM Requires: 486/33, Win 3.1+, 8mbRAM, 2spCD-ROM, SVGA.* **$40.00**

BABYLON 5 The Official Guide
Sierra

This interactive reference guide to Babylon 5 is loaded with hundreds of photos, sound and video clips, from the inner workings of the space station to the outer reaches of the galaxy. Details each type of weapon, technical specifications and video clips of 30 alien and human spacecraft, a guided tour of the station, histories of governments, a directory of key characters, and places of interest. *IBM Requires: Pen 90, Win '95, 16mbRAM, 4spCD-ROM, SVGA.*
$50.00

BIOSYS
Take2

A number of glittering complexes of gigantic glass domes have been build high in the Andres, a miniature world contain in each dome. Each has a closed-life system, totally sealed and totally self sustaining. Nothing goes in and nothing comes out – including you. But something is wrong in the Evolution Biosphere, and you must break into it and learn its secrets. What is the origin of the ferocious species active in the dome, why is it poisonous and devastated? You can explore this dynamic, changing environment in 360°, 3D effect. Your decision affect the status of the world, whether it grows or dies. Eat by cultivating plants, drink from cacti, but you must take control of this biosphere. *IBM Requires: Pen 100, 16mbRAM, 4spCD-ROM, 16bit sound, SVGA.* **IBM - $70.00**

BIRTH OF THE FEDERATION *Due May*
Microprose

Now this game sounds fantastic – the first strategy game of the Star Trek universe! You control one of five major alliances – Federation, Klingon, Romulan, Ferengi or Cardassian. Each race is unique, has its own starships; encounter over 30 exotic races, and even the Borg invasion can occur! Manage a complex economy, use diplomacy and intelligence to further your ends, develop or acquire technology; engage enemy starships in 3-D space combat, multiplayer via serial, modem, LAN, internet, etc. *IBM Requires: Pen 166, 32mbRAM, 8spCD-ROM.*
$90.00

Blood II: The Chosen
Monolith

An extremely gory *Quake II*-style In a time of turmoil and decay, a dark organization with a sinister agenda casts its shadow over the world. But as their plot unfolds, an even greater evil pushes its twisted being at the very bindings of reality...but Caleb is back to fight them, but this time he is not alone. Can he hold the Chosen together long enough to reclaim the Cabal and the heart of his one true love? With an all-new next-gen engine, over 30 gory levels, explore vast 3D environments and destroy everything in sight, four playable, fully-customizable characters, heaps of deadly weapons. *IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, Windows '95, 3Dfx or Pen 233 without, SVGA.*
IBM - $80.00

Blood II: The Chosen Official Strategy Guide **$30.00**

COMMAND & CONQUER + Covert Ops
Westwood

This game has received rave reviews, and for good reasons. It plays like a science fiction version of *Warcraft* but with heaps of cinematics connecting together the missions and battles. The game revolves around the Global Defense Initiative as they attempt to stop the Brotherhood of Nod, a group of terrorists, from takng over the world. You command and better your bases, unite or divide your forces, develop and utilise guerilla tactics, all combat is real-time. There are heaps of weapon types, great sound, & 60 minutes of cinematics. *Covert Operations* includes 15 new missions and 10 new multi-play battle arenas. Missions are not sequential, you can play the missions in any order you desire. 8 missions are NOD, 7 are GDI. There are seven new audio tracks. *IBM: 486/33, CD-ROM, 8mbRAM, VGA.* **IBM - $40.00**

Command & Conquer For the Playstation with 6 new levels. **$55.00**

RED ALERT This is a complete game, the sequel to C&C. Dark experiments have permanently altered time. Or have they? Soviet tanks crush city after city while Allied cruisers shell bases. Spies lurk, land mines wait, and strange new technologies aid both sides in their struggle for ultimate control. With thirty new units and structures to choose from including MiGs, spies, destroyers, submarines; create battlemaps with new terrain editor, over 40 missions to play and dozens of multiplayer maps, three game difficulty settings, battlemaps are twice as large, dozens of close-ups and action movies. *IBM Requires:Pentium 75, 8mbRAM, CD-ROM.* **IBM - $40.00**

Prima's C&C Red Alert Secrets & Solutions Unauthorised Hint Book **$30.00**

Red Alert Counterstrike The official expansion. Features 16 new missions, over 100 new multiplayer missions, new units including Tesla tanks, Elite Super Soldiers, Wonder Dogs, Superjets; the key to unlocking giant ant missions, new music, 3 difficulty settings, etc.
$30.00

Red Alert: The Aftermath An official add-on. With new Allied units that include stealthy Chronotanks, unit-repairing field mechanic, explosive demolition truck, new Soviet units include a formidable Tesla tank, a sea-to-land missile submarine, electrifying shock troopers. 18 new missions, 100 new multiplayer maps, some being twice the size.
$30.00

Command & Conquer Relatiation **Playstation - $99.00**

The CREED
Dreamtime

Your mission is simple, get off this condemned planet before its too late. In order to survive, you must offer your skills and services to three competing superpower factions that rule the city. However, one mistake and you will pay for it with your life. Play as either Guy Wolfe (bounty hunter) or Gene Matrix (assassin) each with their own storyline and skills. Over 150 dynamic missions, 420 locations, a real-time living city complete with animated and interactive environments, 16 devastating weapons, vehicles, mechs and special items. You can even create your own missions. Network or modem multiplayer can be co-operative or competitive. 3D acceleration and MMX enhanced for stunning graphics. *IBM Requires: Pen 166, 16mbRAM, 4spCD-ROM, Windows '95, 1mbSVGA.*
IBM - $75.00

DARK FORCES - STAR WARS
LUC

DOOM meets Star Wars! With graphics and world details the equal of Doom, and sound effects that are superior, this game is already extremely popular. You play the part of a mercenary working for the Rebel Alliance, trying to track down the Empire's latest doom weapon - an army of cybernetic doomsday warriors. You have to infiltrate many Imperial bases, crawl through sewers, fight battles with Stormtroopers, automated defense drones, aliens, etc, as you try to stop this latest Imperial strategy. The game is difficult, with more to do than just explore and shoot everything that moves. But if you find the game too hard, there are heaps of cheats on the bulletin boards. There are around nine different weapons, including hand grenades, blasters, rocket launchers, etc. Good fun! *IBM Requires: 486/33 +, 8 mb RAM, CD-ROM, VGA, hard disk.* **$40.00**

DARK REIGN
Activision

This is one of the best looking *Command & Conquer* style games. A colossal war between the Imperium and the Freedom Guard is annihilating your world. To save your civilization you must enter the heart of an empire at war. Vanquish both military powers and alter the destiny of a galaxy. With stunning graphics, you can create missions and maps easily, the AI is highly responsive and unpredictable, command over 35 units such as suicide bombers, hostage takers, saboteurs, etc. Head to head via modem, or up to eight players on a network; units travel slower uphill and faster on roads, you can set waypoints, units can hide in ravines or underground, etc. Looks good. *IBM Requires: Pentium 90+, 16mbRAM, 2spCD-ROM, hard disk, SVGA, Win'95.* **IBM - $30.00** **Dark Reign + Expansion = $50.00**

Dark Reign Unauthorise Game Secrets Hintbook. **$30.00**

DARK REIGN EXPANSION Enter a warring galaxy as either the Freedom Guard or the Imperium ShadowHand Admiral. Engage in the epic battle for control of a newly discovered technology. With over a dozen new units which make up the two new armies, 20 new missions, all-new multiplayer missions and over 100 multiplayer maps, and an enhanced construction kit to make multiplayer maps.
IBM - $30.00

DEAD RECKONING
Piranha

With superb graphics and sound. Is there a hell in space? You've been abducted by a dark force called the Master Race, and have been recruited to represent the human race in a universal deathmatch against a horde of sadistic aliens in fifteen strange and vast arenas. You fly powerful attack craft, and your wingmen have good enough AI to choose and implement their own attack strategies. If you lose, the Earth will be destroyed. You can select your wingmen, ships and opponents in custom game mode. *IBM Requires: Pentium 166 with 3Dfx or Pentium 200, 16mbRAM, 4spCD-ROM, Windows '95, 16 bit color, supports modem play.* **IBM - $80.00**

DESCENT: FREESPACE The Great War
Interplay

Descent goes flightsim with this revolutionary game! The heartless Shivans emerged through subspace near Earth, harboring technology light years ahead of anything seen before. They made no attempt to communicate. They did not respond to our communications. They simply attacked - and destroyed everything in their path. 30 branching single-player missions, 20 multiple-player missions. 3 unique species, each with their own tactics, ships, characteristics; over 40 stunning real-time ships, including the unbelievably big capital ships; create your own missions, up to 12 players over the internet. You fly 8 different fighters and bombers, you can engage the capital ships' moving gun turrets, and can selectively target enemy ship subsystems. Damn! I wish I had the required system specs! *IBM Requires: Pen 133 with 3D accelerator, or Pen 166 without, Win'95, 32mbRAM, 8spCD-ROM, hard disk, SVGA.* **IBM - $80.00**

Silent Threat Official expansion. You've been asked to go behind enemy lines in order to preserve a threatened peace treaty. With 40 new missions, 2 new killer ships join your squadron, 4 new weapons, a new capital ship. **IBM - $30.00**

The Depths of DOOM Trilogy
idSoftware

Includes *The Ultimate Doom*, *Doom II* and *Master Levels for Doom II*, (which have 3,000 levels for *Doom II.*). *Requires: 2spCD-ROM, 386/33+, hard disk, 4mbRAM, VGA.*
IBM - $50.00

DOOM Ii
idSoftware

Now available for DOS and Windows '95. You continue to play the tough Marine. You beat the bad guys in DOOM I, but now they have invaded Earth, and you have 30 levels in which to try to rescue your world from certain doom. *Requires: 2spCD-ROM, 386/33+, hard disk, 4mbRAM, VGA.*
IBM - $16.00

DUKE NUKEM ATOMIC
3DRealms

With fantastic 3D scenarios you battle sinister aliens through the battled streets of LA in the future, where through many levels you escape a prison nightmare and fight through streets and buildings to reach the alien leader's orbiting station, and then onto the surface of the moon itself. Enemies fly on small scooters, you get to swim and fight underwater; weapons include automatic sidearms, rocket launchers, pipebombs, etc. You can run, jump, crawl, swim, and use a jetpack. Also great for multi-player free for alls, joined via null-modem or modem or network. Has 28 levels. This special uncut version includes five controversial scenes, 11 strategically unique weapons, a powerful 3D level editor, and a brand new episode. *IBM Requires: 486/66, CD-ROM, VGA, 8megRAM, hard disk.* **IBM - $50.00** **MAC - $90.00**

Duke Nukem Game Secrets Unauthorised Hint Book Detailed maps for every mission, locations of all secret places, cheat codes, etc. **$28.00**

Duke CARIBBEAN Duke goes on vacation to the Caribbean, but the alien scum drop in for a little vacation of their own. But the unwelcome beach invaders are in for a little surprise. With seven new sun-saturated levels, a secret wave crashing level, 4 Dukematch levels, new beach-clad monsters, new sand-blasting weapons, new music, etc.
$30.00

Duke Nuclear Winter There's diabolical danger in the northern Ice-Land. Alien scum have taken over, and Santa & his little elves need rescuing! With 7 icy new levels, new arctic monsters including giant, lethal snowmen, new winter and wonderland art. Visit Santa's castle!
$30.00

DUNE 2000
Westwood

Dune 2000 is a completely re-done Dune II, specially designed for today's computers. Dune 2000 offers all the familiar units of the original: Deviators, Fremen warriors, the Sardaukar, Sonic Tanks, Ornithopters and many more. Players can lead the noble Atreides, the sneaky Ordos or the evil Harkonnen.
This top-down wargame features over 40 missions and full motion video briefings, new strategies, special effects and music. Supports 8 Bit and 16 Bit hi-res color, and supports multiplayer. *IBM Requires: Pent 90, 16mbRAM, Windows '95, 4spCD-ROM, 16bit SVGA.*
IBM - $80.00

Dune 2000 Prima's Official Strategy Guide **$30.00**

EMPEROR OF THE FADING SUNS
Segasoft

From the roleplaying game, *Fading Suns*. Enter the realm of the Fading Suns, and become emeshed in a bold, Gothic world where advanced technology has plunged the galaxy into a new Dark Age. Explore new planets, research forbidden technologies and control the growth of an empire. Wage war with up to four opponents. Colonial outposts come to vivid life through fully realized environments teeming with trade and treachery. Continually evolving storyline provides multiple ways to win. *IBM Requires: Win 95, 486/66, 16mbRAM, 2spCD-ROM, hard disk.* **IBM - $75.00**

ENEMY ZERO
Sega

Waking from her cryogenic sleep, Laura soon discovers something sinister on board the starship Aki...This game is a movie-like masterpiece which fuses real-time action with sophisticated puzzle solving. Enemy zerowill test your reflexes and wits. Features cinematic scenes plus *Quake II-style* exploration of the ship. Looks good. *IBM Requires: Pen 133, 16mbRAM, Windows '95.* **IBM - $70.00**

FALLOUT
Interplay

A roleplaying game in the tradition of the classic *Wasteland*. 1,000 people have been living in a nuclear fallout shelter for 80 years following a worldwide nuclear holocaust. But the water recycler has broken down, and you are chosen to go to the surface to find a computer chip to fix it with. With gorgeous semi-top-down 3D graphics there are 50 mini-quests with multiple solutions that take you through devastated wastelands. A meticulous turn based combat system lets you wound, cripple or kill. You can make your own character. Improve your characters skills through play. When you interact with other characters in the game, they will remember your attitude in later meetings. If you insult some-one, don't expect them to be nice to you later.*IBM Requires: Pentium 90, 1megSVGA, 16mbRAM, 2spCD-ROM, hard disk.* **IBM - $30.00**

FALLOUT 2
Interplay

A roleplaying game in the tradition of the classic *Wasteland*. It's been 80 long years since your ancestor trod across the wastelands. As you search for the Garden of Eden Creation Kit to save your primitive village, you path is strewn with crippling radiation, megalomanian mutants, and a relentless stream of lies, deceit and treachery. With Super-mutants, robo-dogs, and ghouls; you can upgrade your travelling companions; bigger, smarter, nastier enemies. Fall in love and even get married. Over 100 new skills. *IBM Requires: Pen 90, 16mbRAM, 4spCD-ROM, Windows '95.* **IBM - $80.00**

FIFTH ELEMENT
kalisto

Based on the popular movie staring Bruce Willis. A planet-sized sphere of pure evil threatens to exterminate the Earth, and only a perfect being, the Fifth Element, can combine with four other elements, to form a weapon to stop the evil. In this 3D adventure, in addition to the scenes and scenery from the movie, there are new creatures and new places through 16 amazing levels. 25 enemies, use Korben Dallas's extreme firepower or Leeloo's martial arts, depending upon the needs of the mission. *IBM Requires: Pen 166, 16mbRAM, 4spCD-ROM, Windows '95.* **IBM - $30.00**

FINAL LIBERATION Epic Warhammer 40,000
SSI

Games Workshop's Epic Warhammer 40,000 Space Marine game becomes a computer wargame! This is a turn-based strategy game that puts you in charge of vast armies (similar to *Warhammer Fantasy: Shadow of the Horned Rat*). Commanding the movements of the Imperial Guard and their devastating war machines, you fight the loathsome orks. The game has two main modes. The primary mode will be a campaign with you commanding the human forces, including Ultramarines, Imperial Guard, Emperator Titans, Thunderhawk Gunships, etc; the second option is a free for all between networked players or verses the computer. In this you play orks or humans. Graphics are stunning. There are 85 unit types to command. *IBM Requires: Pentium 90, 16megRAM, SVGA, hard disk, 2spCD-ROM, hard disk.* **$50.00**

GALACTIC CHALLENGE
SSI

Four sci-fi games in one pack, being *Star Control I* where humanity is about to be destroyed by a savage coalition of alien races; *Star Control II* where the war is over and humanity can now explore and colonise 500 stars with 3,000 planets; *Renegade Battle For Jacob's Star* where you command a squadron of starfighters in the Renegade Legion universe; and *Gateway* where a portal has opened to a place fraught with danger and wonders. *IBM Requires486/66, CD-ROM, 4mbRAM, SVGA.* **IBM - $60.00**

GLOBAL DOMINATION
Psygnosis

Set in our near future, as a Special Agent for ULTRA, you take control of covert military campaigns. Managing your allies' war machine, you must protect territories, defeat dictators and defend against sinister forces. With 4 styles of gameplay including 20 strategic missions and world domination warfare. With a huge selection of weapons and resources. The Mission Editor lets you configure your own campaigns. Rise through the ranks in reward for your military prowess. *IBM Requires: Windows '95, Pen 133, 32mbRAM, 2spCD, SVGA.*
IBM - $60.00

HALF-LIFE
Sierra

A stunning *Quake*-style 3D adventure game. It was just another day at the office, until your science experiment blew up in your face. Now, with aliens coming through the walls, a military death squad killing everything in sight, and your colleagues all dead, you're scrambling to stay alive. Featuring advanced AI in which enemies work together in teams to hunt you down, monsters feature fluid and intricate motion, scripted animation sequences, computer characters who work with you and help you; there is a level editor, and challenging obstacles such as train tracks and conveyor belts. *IBM Requires: Pen 133, 24mbRAM, SVGA 16 bit, 2spCD, Windows '95.* **IBM - $70.00**

Half Life Prima's Official Strategy Guide **$30.00**

HEAVY GEAR
Activision

This new mech combat game, based on the Heavy Gear roleplaying game, leaves all others behind! With a stunning, fluid animation system. Highly detail buildings, rocks, rolling 3D terrain that looks like terrain! You can build a heavy gear from scratch with one of 16 customizable chassis, or pilot one of the 16 provided Heavy Gears. Deploy squadmates and call in air and artillery strikes while you pilot your own heavy gear, has stunning cut-scenes and character based missions. Features huge mobile landships. You can kneel, side-step and crouch. Very highly recommended. *IBM Requires: Win'95, Pen 90, 16mbRAM, SVGA, 4spCD-ROM, hard disk.*
$30.00

Prima's Unauthorised Game Secrets of Heavy Gear **$30.00**

IMPERIUM GALACTICA
GT

A new empire-building space game. You begin as a Lieutenant on a Destroyer, charged with restoring peace to a newly discovered sector. Scale the Imperial ranks and your missions become increasingly challenging. New technologies, new weapons, new responsibilities. Only you can decide how to balance warfare, colony management, research and production. Succeed and your objective expands. Sustain the Old Human Empire through diplomacy or brute force. There are seven alien races, two renegade human empires, endless worlds, endless wars. With 174 structures to build on colonies, control up to 93 planets, real time space battles, and 75 technological breakthroughs to be made. Also has one hour of full motion video clips of the storyline. *IBM Requires: 486/100+, 8mbRAM, SVGA, hard disk, 4 speed CD-ROM.* **IBM - $20.00**

JEDI KNIGHT - Dark Forces II
LucasArts

I'm really excited about this game. *Jedi Knight*, the sequel to *Dark Forces*, the *Doom*-style 3D Star Wars action game. It has all the features you want, including multiplayer capability. Kyle Katarn is a young mercenary sent to infiltrate the Empire. He embarks on a quest into his past and learns the mysterious ways of the Jedi. With this knowledge, he must stop seven dark Jedi from unlocking the powers of a hidden Jedi burial ground. This task forces Katarn to confront his own dark past. He then must decide his own destiny, as the dark side beckons him strongly. If he resists and follows the light side, he has a huge job ahead of him. Each of the seven dark Jedi have their own special characteristics - one fights with two lightsabers. There are a variety of weapons, old and new. The most exciting new weapon is the lightsaber. Basic force powers include enhanced jumping, seeing through walls, healing powers, telekinesis, etc. Looks fantastic. *IBM Requires: 4spCD-ROM, 16mbRAM, hard disk, Pentium 90,, mouse, SVGA.*
IBM - $50.00

MYSTERIES OF THE SITH Fourteen new levels with 13 total new locations, including wampa-infested swamps, the foreboding fortress of Ka'Pa the Hutt, and the subterranean catacombs of a temple deep within the planet Dromund Kaas. You play a new character, Mara Jade. There are four new weapons, five new force powers including Saber Throw, over 24 new enemies including torture droids, pirate raiders and the rancor! $40.00

KKND2 Krossfire
MH

A *Red-Alert* style game. The surface of the earth may be a post-apocalypti hell hole, but the survivors, the evolved (read hideously deformed) and the robots still want it real bad. With superior computer AI, 51 non-linear missions plus a mission editor, hordes of air, land, and amphibious units for each item, wonderful graphics including the Sydney Opera House as you've never seen it before, real strategy in real-time. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 4spCD.* **IBM - $50.00**

KLINGON HONOR GUARD
Microprose

Plunge into the Star Trek universe in this fast-paced, high-action, first-person shooter using the *Unreal* 3-D engine. Mayhem reigns as an assassination attempt on Gowron, leader of the Klingon High Council, has left the Empire shocked and screaming for revenge. As a member of the elite Klingon Honor Guard, you must find out who did this and exact revenge. With 20 huge missions in 7 Star Trek settings, including a Bird of Prey, 10 unique weapons, 24 formidable enemies including monsters and other klingons, deathmatch capable, hand-to-hand weapons including Bat-leth. Includes the voice of Captain Kurn. *IBM requires: Win '95, Pentium 166, 32mb RAM, 2mbSVGA, 4spCD-ROM, hard disk.* **IBM - $50.00**

MASTER OF ORION II
MIC

This game has gone straight to being my No. 1 favorite space colonisation and conquest game. No other game even begins to compare. You can start with just one planet with low tech, and then expand your colony while developing tech. Soon you build simple starships and visit the neighboring star systems, sending out colony ships to suitable worlds. There are thirteen different alien races, including insects (my favorite, who produce very efficiently), subterraneans, psilons, humans, etc. When you meet other players you can ally them, conquer them (and you *don't* have to exterminate their populations - at last! You can simply stick your marines on the planet and the aliens serve you.) or you can form trade or tech research agreements. I made an alliance with one computer opponent and he never once backstabbed me, nor me him. There are hundreds of tech levels and fields to develop, eventually letting you build over thirty different structures on your colonies - and this is my favorite part. There are many different types of worlds, volcanic, desert, water, rich, and the graphics are completely stunning and mesmorising. And as you later terraform and soil enhance these worlds, their appearances change. And the music is so relaxing and peaceful, that one of my friends falls asleep playing this game. I find the game relaxing and fulfilling. *IBM Requires: 486/100+, 8megRAM, SVGA, hard disk, CD-ROM, soundcard.* **$30.00**

Master of Orion II Official Strategy Guide **$30.00**

MECH COMMANDER
Microprose

The first Battletech game of tactical combat. With an engine similar to *Red Alert,* you command many mechs instead of just one. Each mech is animated with over 100,000 individual frames. There are over eighteen mech chassis such as the Raven, Mad Cat, and Atlas. The mechs even leave footprints on softer terrain, so you can determine what sort of enemy mech you are chasing by seeing how deep the footprints are - assault mechs leave deep footprints! You can salvage, repair, and use captured enemy mechs. You command up to 12 mechs. Repair, upgrade and organise your entire unit. Buy new mechs, weapons and pilots with resource points gained by winning missions. 30 great missions. *IBM Requires: Win'95, Pentium 120, 16mbRAM, 4spCD-ROM.* **IBM - $50**

Prima's Official Strategy Guide to Mech Commander **$30.00**

MECHWARRIOR II
ACT

The opening cinnematic sequence of Wolf Clan mechs engaged head to head with Jade Falcon mechs is both breathtaking and has a music score without equal. Game play has the ability to use one of 15 different Clan omni or second line mechs. You can make custom pods with your own weapon choices for any omnimech. You can fight trial of grievances, practise as a cadet, or join full scale campaigns of taking on the opposing Clan. The game is set in 3057 and focuses on the epic war between the Wolf and Jade Falcon Clans. Graphics are truly amazing, and you can fight in many types of landscapes. *IBM Requires: 486/66 minimum, 8mbRAM, CD-ROM, 45mb hard disk space minimum, VESA SVGA, DOS 6.0 OR Windows'95. Includes NetMech.* **IBM - $25.00**

Mechwarrior II Mercenaries You are a mercenary, caught in a brutal war between two rival houses of the Inner Sphere. Honor and glory have yielded to betrayal and greed. Now a combat hardened warrior, your quest leads you to pilot your mech into darker, more desperate realms. You accumulate C-Bills and salvage from each mission, allowing you to build an elite mercenary unit. You can follow set missions to save Terra or play unlimited random missions for all out mercenary combat. With dazzling cinematics, stunning graphics. This is a complete game. *Requires as Mechwarrior II.* **$25.00**

Mechwarrior II: Titanium Trilogy 3-D Accelerated With both the classic and 3-D accelerated versions of *Mechwarrior 2, Mechwarrior 2 Mission Pack*, and *Mechwarrior 2 Mercenaries*. And does the game look different with the 3-D accelerated graphics running! Also features a new graphics engine, continuous non-linear missions for endless hours of gaming, smoking missiles, burning ruins, new weapons, ten very realistic worlds, etc. *IBM Requires: Pentium 100, (133 for 3D accelerator), 16mbRAM, 2spCD-ROM, SVGA, Win95.* **$50.00**

MECHWARRIOR III
Activision

A huge step-up from Mechwarrior II. Includes deformable terrain – the buildings have destructible geometry, artillery shells pockmark the ground, the mechs even leave distinctive footprints. AI is improved. Mechs use their arms to get back to their feet, mechs hide in water to launch ambushes, fight in stunning cities and even in caves, set in 3058, features a mission editor, you can shoot down buildings so that they fall on enemy mechs, features Innersphere and Clan mechs. Looks fantastic. *IBM Requires: Pen 166, 32mbRAM, 8spCD-ROM, 4mbSVGA, hard disk, Windows '95. Due May.* **IBM - $90.00**

METAL GEAR SOLID Limited Ed
Konami

A stunning first person action adventure. As the last active member of the FOXHOUND Special Forces team, you must rescue two hostages and prevent the launching of a nuclear bomb. With T-shirt, dog tags, poster, postcard set, soundtrack music CD. *For Playstation.* **$165.00**

Prima's Metal Gear Solid Unauthorized Hint Book **$30.00**

Morpheus
Piranha

The ship Herculania's maiden voyage has gone very awry and six passengers remain trapped aboard. Their bodies have been stored in the Neurgraphicon, a pod-like machine that preserves dreams forever. Upon exploring each pod, you experience the passengers' tragic lives through dreams, ghosts and visions and are transported to 6 graphically exquisite worlds, which you can explore in full 360° movement (with much more freedom than in *Riven*.) Immersive storyline with live action video. *IBM Requires: Pentium, 8mbRAM, 4spCD-ROM, SVGA.* **IBM - $80**

NIGHT LONG Union City Conspiracy
Microsoft

The year is 2099, the Governor of Union City has become the target of a series of terrorist attacks. Summoned by him to honor an old debt, you must embark on an epic graphic adventure to infiltrate this subversive organisation and sabotage their operations. Discover five huge and detailed levels. Use your detective skills to explore 80 locations with interactive pick-ups and fully-animated backgrounds. Solve puzzles. 40 hours of gameplay. 60 minutes of plot-driven full motion video sequences. *IBM Requires: Pen 100, 16mbRAM, 4spCD-ROM, Windows '95.* **IBM - $75.00**

O.D.T.
Psygnosis

A 3rd person 3D adventure with a *Quake*ish appearance. You've crash landed in the Forbidden Zone – it's dark, mysterious and very dangerous. You need to defeat your enemies, fix your craft and escape. Mixes fantasy and sci-fi elements with 16 spells and four advanced weapons, each of which can have 9 power levels. Has 4 compelling characters to choose from, each with individual characteristics & different skills to master. Over 40 unique enemies to battle, each with 'artificial stupidity' including hunger, fear and co-operation. *IBM Requires: Pen 120, Windows '95 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $50.00**

O.D.T. Prima's Offical Strategy Guide **$30.00**

ODDWORLD Abe's Exodus
GTI

Now begins Abe's newest and greatest trial. Abe can possess his own farts and blow stuff up. No other game has it...no other game wants it. More possessions, more sligs, scrabs, glukkons, and use them to do your dirty work. Abe can command dozens of Mudokons at a time, but watch out, their emotions can be happy, depressed, spiteful, manic or suicidal. Has even odder enemies than before. *IBM Requires: Pen 133, 16mbRAM, 4spCD, Windows '95, SVGA.* **IBM - $75.00**

Oddworld Abe's Exodus Official Strategy Guide **$27.00**

PAX IMPERIA Eminent Domain
THQ

The ultimate in intergalactic strategy and combat. Explore and colonize hundreds of inhabitable worlds in one of the largest game universes ever created. Once colonies are established, they can either be left alone or carefully managed. To excel you need to juggle economics, research and develop hundreds of new technologies, build planetary assets, and establish foreign relations. You can use game or personally created alien species. You can design and field massive armadas, to go head to head with other civilizations. *IBM Requires: 486/100, 2spCD-ROM, 16megRAM..* **$30.00**

Pax Imperia Official Strategy Guide **$30.00**

QUAKE
idSoftware

The next game from the people who brougth us DOOM. And this is a fantastic improvement - and very popular. It's not far in the future, and scientists develop a Slipgate Device. But an alien terrorist instigates a war via Slipgates before our technology is perfected - and his name is Quake. Man plans to strike at Quake and take the war to him - but Quake strikes first. The military headquarters is overrun, and you are the only survivor. But you fight your way to one of Quake's Slipgates - and now you are taking the war to him! Featuring dark, atmospheric, stunning graphics as you claw your way through level after level. And the details on all characters is fantastic, even when the enemy are close, the SVGA still present a detailed, focused image. Weapons include double barrelled shotguns, nailguns, perforators, grenade launchers, rocket launchers, and the Thunderbolt - try it. You'll like it. Use the same technique as watering your rosebush. The aliens throw all manners of ugly things at you to try to stop you. *IBM Requires: Pentium or 486DX100, CD-ROM, SVGA, hard disk, 8megRAM.* **IBM - $30.00**

Quake Official Hint Book **$30.00**

X-MEN Ravages of Apocalypse This is a total conversion of Quake. You must own the full version of Quake to use it. You're a cyborg, created for maximum damage in minimal time. Your target? The X-Men! Well, actually, clones of the X-Men created by Apocalypse and a mysterious ally. Has all new incredible art and graphics, two complete new episodes, eigh new weapons, 24 new X-Men superpowers, 5 new powerups, 4 multiplayer levels, and a level creator. Looks great. **$45.00**

QUAKE The Offering Contains Quake, Quake Mission Pack I, and Quake Mission Pack II. **IBM - $50.00**

QUAKE II
idSoftware

This is the best *Doom/Quake* game I've ever seen. For starters, the game is actually playable. Without using any cheats or even a hint book, I have been able to solve every level - you *don't* have to find secrets in order to progress to the next level. The game contains many missions, with each mission containing from two to ten levels each. So far I've completed around 50 levels/comlexes and the end is still nowhere in sight. Graphics are stunning, game play is totally satisfying. What you do in one level can affect another one. Features superior artificial intelligence. Enemies, which are mostly combat cyborgs, can evade your attack, strategically position themselves for ambushes, and hunt you down. Hear distant explosions, rockets flying past your head. Shortly after landing on an alien planet you learn that hundreds of your men have been reduced to just a few. Now you must fight your way through heavily fortified military installations, lower the city's defenses and shut down the enemy's war machine. Only then will the fate of humanity be known. To play this game you must have your Regional Settings (found in the Control Panel directory) set to English-Australian. *IBM Requires: Win'95, Pentium 90, 16mbRAM, SVGA card, 4spCD-ROM.* **$70.00**

Quake II Hint Book Prima's unauthorized guide to Quake II, including cheat codes, all the maps, all the secrets, etc. **$30.00**

Quake II Deathmatch Maker The first authorized Quake II level editor. Has a simple, easy to use interface. Simply drag and drop rooms, textures, objects directly into your levels. Has ten new template levels to create over, or you can make your own ones from scratch. As you edit you can see in 3D what you are making, etc. **$40.00**

Quake II Mission Pack: Ground Zero Official expansion pack for Quake II. Has new enemies including the Stalker, Daedalus, the Queen Bike Black Widow, 14 new single player levels, 10 new deathmatch levels, new powerups, new weapons including a chainsaw, plasma beam, etc. **$50.00**

Quake II Netpack I: Extremities Introducing the most exclusive collection of MODs made by the fans for the fans. New MODs include new weapons, powerups, deathmatch maps, models, etc. Requires full version of Quake II, and Internet or Network connection. **$30.00**

RECOIL
EA

A *Quake II*-style futuristic tank simulation, where you can fight in the first-person or in the third. You command and amazingly agile rapid motion tank and morph into four different vehicle types, being land, hover, amphibious and submersible. You fight your way through six treacherous mission based worlds. You command 18 high powered weapons including proximity mines, lasers, napalm, nukes, etc. Experience altitude-base fog, depth-based haze, lightning, explosions, realistic vehicle damage, indoor and outdoor battles. *IBM Requires: Windows '95, Pen 166, 32mbRAM, 2mbSVGA, 4spCD-ROM.* **IBM - $75.00**

RESIDENT EVIL 2
EA

A third-person *Quake II*-style game. The nightmare of *Resident Evil 1* has returned. A new super-strain has emerged and terror stalks the streets of isolated Raccoon City. The whole town is infested and blood thirsty zombies run wild. Two outsiders, a cop and a reporter, are the only two to escape contamination and must try to save the city from destruction, and stop the virus from spreading elsewhere. Features high-res 3D character graphics, a new hidden extreme battle game mode to discover. *IBM Requires: Pen 166, 4spCD-ROM, Windows '95, 24mbRAM, SVGA.* **IBM - $95.00**

RETURN FIRE 2
ripcord

Driven by a brand new 3D engine, this game provides incredibly realistic high quality graphics and support for the latest 3D accelerator boards and force feedback joysticks. Players battle the computer with over 30 scenarios and advanced AI, or jump onto the internet for down in the dirt death-matches linking up to 16 cybersoldiers. Commanding tanks, jeeps, helicopters, PT boats, ASVs and jump jets. A good fun shoot'em-up. *IBM Requires: Pen 133, Windows '95, 4spCD-ROM, 16mbRAM, SVGA, 3D Accelerator card.* **IBM - $80.00**

ROBO RUMBLE
IM

Take sides as one of two robotics contractors summoned to Mars for a futuristic battle. Invest in new technology, equip your robot and put it through its paces. Build and blow up over 120 different types of robots with components provided by your contractor. Specially enhanced for awesome 3D effects using 3D acceleration. Set in post-apocalyptic industrial Mars, puzzles, innovative weapons systems, over 30 missions in two campaigns. Hundreds of different robot combinations can be created. *IBM Requires: Pen 133, Windows '95, 16mbRAM, 2mbSVGA, 4spCD-ROM.* **IBM - $40.00**

SCIENCE FICTION Ultimate Collection
SegaSoft

Contains six classic Sci-Fi games. *Star Crusader* flight simulator, *Millennia Altered Destinies*, a game of time travel, *Star Control I* and *II*, where you battle endless evil aliens, *SpaceWard Ho!* galactic expansion and exploration, and *Iron Helix*, a 3D adventure. *IBM Requires: 386, 2spCD-ROM, 4mbRAM.* **$30.00**

SENTINEL RETURNS
Psygnosis

Welcome to the alien world of the Sentinel, where a strategic battle for the essence of life rages, where claustrophobia and vertigo push you to the limits, where your next attack could be your last. With 650 progressive levels of absolute addiction. Absorbing gameplay stretches your strategy and arcade skills to the limit.Atmospheric 3D environments convey that "being there" feeling. Stunning visuals and animations give the game an eerie graphic style all of its own. 1 or 2 players via serial or modem, 4 players via network. *IBM Requires: Windows '95, Pentium 120+, 16mbRAM, 2spCD-ROM, hard disk, SVGA.* **IBM - $80.00**

SHOGO Mobile Armor Division
Monolith

A great looking *Quake II*-style game with a difference, you can play this one on foot or from inside your suit of powered armor, the MCAs, which runs, jumps, ducks, strafes, swims, and transforms into a hovertank. It is just as agile as the human pilot, but can do everything five times better. With four transformable power armor suits to pilot, anime-inspired characters and storyline, true 3D environments, over 30 enemies to fight, the storyline and goal-based mission structure evolves based on your actions, 18 weapons, full Direct3D support. *IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, Windows '95, 3D 4mbVideo card for machines slower than Pen 233.* **IBM - $85.00**

SIN
Activision

The CEO of SinTEK Industries has released a DNA-altering drug which is converting people into genetically-engineered mutants into her own personal army. You are a prominent private protection agent, and now go head to head with Sin and her army, in this *Quake-II* style 3D adventure. Features different puzzles and new routes each time you play, new dangers and intelligent beings in every mission. Weapons include remote control devices, sniper rifle with zoomable scope. experimental weapons; access computer terminals, control security cameras, etc. Looks great! *IBM Requires: Windows '95, Pen 166, 32mbRAM, 4spCD-ROM, 2mbSVGA.* **IBM - $50.00**

Sin Mission Pack: Wages of Sin Seventeen new missions, twelve new enemies, seven new weapons. Battle through "live" worlds, including the new bad boss Manero's Casino Hotel, Shipyard, and mutation research facilities. **$30.00**

STARCRAFT
Blizzard

WarCraft goes to the stars! In *StarCraft*, the only allies are enemies. Uses *Warcraft's* wonderful game engine, also used by games such as *Red Alert*. There are three unique alien species. The Nomadic Terrans, mysterious Protoss, or voracious Zerg. You must devise totally unique strategies to master the specialized units, abilities and technologies of each. Up to 8 player internet support. An unequaled campaign editor. Construct individual missions or entire campaigns with unrivaled options and ease. Revolutionary special effects. Real-time light sourcing, true line of sight and an advanced translucency engine combine for unparalleled visual and tactical realism. Multiple theaters of battle: engage in a deadly mix of space combat, planetary assault and covert base infiltration. Command Ghost Espionage Agents, Protoss High Templars, and Zerg Defilers as you seek to conquer the galaxy. I played one multiplayer game with a friend, and I'm hooked now! I've begun the campaign as Humans, and wave upon wave of insectoid Zerg are currently overrunning human world after world. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 2spCD-ROM, SVGA, Hard Disk.* **IBM - $70.00**

StarCraft Prima's Official Strategy Guide **$30.00**

INSURRECTION Campaigns for Starcraft Brontes IV was a small planet missing from most Confederation nav charts...until the Zerg found it, and now an all out war has errupted between human colonists and the Zerg, and even the Protoss have shown an interest in the world. The Terran colonists also rebel under the leadership of a madman. With 3 full campaigns with 30 missions, and 102 new multiplayer maps. *Requires as above.* **$50.00**

RETRIBUTION Campaigns for Starcraft The Argus Stone, an ancient artifact of immense power has been unearthed on the Terran world of Aridas. The warring Terran, Protoss and Zerg forces have descended upon the planet in a quest to own the weapon. With 30 new single player missions comprising a campaign, 120 new multiplayer maps, new heroes, new voices and sound effects, multiple mission objectives. *Requires are above.* **IBM - $30.00**

STARCRAFT BATTLECHEST Includes Starcraft, Brood War, Starcraft Strategy Guide and Brood War Strategy Guide, and free access to Blizzard's Battle.net gaming service. **IBM - $99.00**

BROOD WAR Expansion Set At last, an official StarCraft Expansion from Blizzard. Has new units, including Medics and Missile Frigates for the Terrans, Zerg underground Lurkers and acid spraying Ultralists, Protos Support Fighters and Dark Templars, etc. Has three new campaigns, one Zerg, one Protoss, one Terran, following the story of Kerrigan, the new Zerg Queen. With new cut-scenes. Also 100 new battlefields, and free access to Blizzard's Battle.net gaming service. *IBM Requires: as per Starcraft.* **IBM - $50.00**

SPACE BUNNIES MUST DIE!
ripcord

This outlandish, action packed *Tomb Raider* style game features the heroine Allison Huxter, a sassy truckstop waitress and bad-ass rodeo-riding queen bent on revenge. Help Allison blast, swing, fly and dance her way through the labyrinthine ribbit warrens filled with bizarre vivisected creatures on her mission to rescue her sister and the world. With every environment unique from the others, eye-popping 360° space cam, strange and effective weaponry, ride a big space bunny, unravel strange alien technology. *IBM: Pen 166, 32mbRAM, 4spCD-ROM, Windows '95.* **IBM - $80**

STARFLEET ACADEMY
Interplay

It's here at last - now you can sit in the captain's chair of the *Enterprise* and engage Klingon D-7 battlecruisers! Now you too can be Kirk or Sulu, commanding the *Enterprise* from the old TV series, the *Enterprise* from the movies, or the *Excelsior*, or the *Reliant*. You go head-to-head with Klingon *Bird of Prey, D-7* and *D-7A*, a new Klingon ship that you have no stats on, the Romulan *Warbird* and *Garuda*, etc! There are a total of 30 different ships in the game. Graphics are breathtaking, and include footage of the original Star Trek actors. Includes a cute 3D cardboard flight controller guide that tells you which keys on your keyboard do which function. Includes introductory missions to teach you the game, plus you can design your own missions. I've taken my copy home! *IBM Requires: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, CD-ROM.* **IBM - $50.00 MAC - $50.00**

Starfleet Academy: Chekov's Lost Missions Contains a collection of seven new missions designed to specifically challenge your skills, leadership and tactical training. Features 2 new net games, external views, tutoring by Chekov and Sulu. **$30.00**

STAR GENERAL
SSI

Panzer General goes to the stars! This game features a modified *Panzer General* ground combat system, except with hover tanks, insectoid walking artillery, etc! And also a strategic space game. There are a multitude of planet types to conquer and colonise, building up an industrial base, then a space station, so that you can manufacture battle fleets with which to conquer your opponents. For up to 7 players via hotseat, or two + computer players via modem or null-modem, or you against up to six computer players. The space map includes nebulas, galactic rifts, black holes, ion storms, asteroids & planets. There are several different alien races to run, most of them quite unique. I went insectoid, with living insect space ships, tanks, infantry units, etc. I built massive battlefleets and went on the warpath - great fun! Though my first attempt to conquer a planet was dismal, but I learnt quickly and soon returned with an army which was half tanks and half mobile artillery - this time I crushed the enemy in about seven cycles! *IBM Requires: 486/66, 16mbRAM, SVGA, CD-ROM, hard disk.* **IBM - $30.00**

STARSIEGE
Dynamix

The all-new Starsiege completely re-written for today's computers! This is a mecha combat simulator that will leave you breathless with its stunning graphics. The year is 2829. A time of great danger and destiny. For years, the Emperor Petresun has prepared Earth for the next Cybrid invasion. But militant rebels on the colonies of Mars and Venus disrupt that purpose. When the Emperor's armada moves to crush the Rebels, the Cybrid leader makes his move. You can play human or rebel campaigns, customize the 25 hercs and tanks, 40 deadly weapons, customizable cockpit, a 150 page compendium with history and fiction. Looks great. *IBM Requires: Pen 166, 32mbRAM with 3D Accelerator, or Pen 200 without, Windows '95, 4spCD-ROM.* **IBM - $90.00**

STAR TREK CAPTAIN'S CHAIR
SS

Using photorealistic QuickTime VR technology, Captain's Chair puts you on the bridge (and behind the panels) of your favorite Star Trek ship, including the spectacularly recreated original series Enterprise NCC-1701, the Enterprise NCC-1701-D, E, the Defiant and Voyager. *IBM: Windows, Pentium 90, 16mbRAM, 2spCD-ROM, SVGA, hard disk.* **IBM - $24.00**

STAR TREK DEEP SPACE 9 Entertainment Utility
SS

This limited edition CD-ROM contains screen savers, audio clips, video clips, jigsaw puzzles and wallpaper. Use Image Carousel to create a customized screen saver with full motion video clips. You actually get to assemble the jigsaw puzzles yourself. 75 audio clips. *IBM: Windows, 386/33, 8mbRAM, 2xCD.* **IBM - $33.00**

STAR TREK FEDERATION COMPILATION
Interplay

A compilation of three classic games, *Star Trek 25th Anniversary, Star Fleet Academy, Star Trek Judgement Rites. IBM Requires: Pen 90, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* **IBM – $50.00**

STAR TREK ENCYCLOPEDIA
SS

The interactive reference to the entire Star Trek history thus far, is available on this four CD-ROM set. Has more than 3,000 photos, more than 400 video clips. Covers the events, races, planets and stars, weapons and tools, medical equipment and main and supporting characters from the original Star Trek series, Next Generation, Deep Space Nine, Star Trek Voyager, and first seven films. *IBM Requires: Win'95, Pen 90, 16mbRAM, 2spCD-ROM.* **IBM - $80.00 Mac - $80.00**

STAR TREK: GENERATIONS
Microprose

Join forces with Kirk and Picard and the rest of the Next Gen crew to defeat Soran, the obsessed scientist. The story line unfolds through a mix of first-person point of view action levels, challenging ship to ship combat, strategic clues, and cinematic sequences. Contains original video sequences developed exclusively for the game and not viewed in the movie. Has 12 deadly and intense 'away team' action missions using first person perspective. Command the Enterprise in combat against Klingons and Romulans. *IBM Requires: Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk, Win'95.* **$20.00**

STAR TREK GIFT SET
SS

Contains four Star Trek previously released games/features. The Star Trek Omnipedia with thousands of text, diagrams, photos and video entries; The Star Trek Next Gen Episode Guide with trailers from all 177 original shows; the Star Trek Next Gen Interactive Technical Manual where you can have an official inspection tour of the Enterprise; and Star Trek Klingon Language Lab with 24 minutes of power Klingon, taught by Michael Dorn, of course. *IBM Requires: 486/66, 8mbRAM, 2spCD-ROM, SVGA, hard disk.* **$60.00**

STAR TREK: NEXT GENERATION A Final Unity

With all the crew of the Enterprise, with digitized graphics and voices of the real cast. The crew is all here. You hear Riker report that a ship is speeding through the forbidden Neutral Zone. Data announces it is a Garidian vessel. Troi explains the Garidians may be on friendly terms with the Romulans. Captain Picard orders an intercept, and suddenly, you are there too. With an epic original interactive mystery that takes you from the outposts of the Federation through treacherous shields-up confrontations, and beyond into the uncharted dangers of a massive nebula. You are in command of the Enterprise and its crew! Stunning graphics and sound. *IBM Requires: 486+, CD-ROM, 8bmRAM, SVGA, hard disk.* **$20.00**

STAR TREK OMNIPEDIA
S&SI

The comprehensive, voice activated electronic database to the Star Trek universe. Utilizes photoes, video, graphics text and audio to bring to life thousands of indexed entries, cross-referenced from the three TV series and six classic feature films. Includes charts, maps, starship diagrams, 3D realistic renderings, etc. Includes a free Star Trek Omnipedia hat, and a Star Trek Epics Collection on Audio. *IBM Requires: 486 or SVGA, Microphone (to use voice activation option), 2spCD-ROM, 8bmRAM.* **$75.00**

STAR TREK STARSHIP CREATOR
S&SI

Build your own Federation starship by mixing and matching parts to create your own unique Starfleet vessel. Print it and name it. Then equip your ship with Star Trek technology and systems from living quarters to photon torpedoes. Select a crew from 100 of your favorite Star Trek characters. You can even import your own picture and bio and make yourself captain. As the ultimate test, send your ship out on missions. With good planning and a good crew, your ship will succeed in achieving mission objectives. *IBM Requires: Pen 90, 16mbRAM, 2spCD-ROM, SVGA.* **IBM - $90.00**

STAR WARS Behind the Magic
LucasArts

Includes a sneak preview of the new movie, Star Wars Episode I; guides to the three Star Wars movies, info on all the characters, galactic map and guide, reference material on all the ships and vehicles, timelines, behind the scenes info, glossary, trivia questions, over 2,000 images, 3D walkthrough the Millennium Falcon, etc. *IBM Requires: Pen 133, Windows '95, 16mbRAM, 4spCD-ROM.* **IBM - $50.00**

STAR WARS Collection
LucasArts

This is the LucasArts Archives Vol.II. It includes six CDs containing four games and a special presentation: Dark Forces, Rebel Assault, Rebel Assault II, Tie Fighter, and a special behind the scenes look at the re-done Star Wars Trilogy. *IBM Requires: 486/66, Win'95, CD, 8mbRAM.*

IBM - $80.00

STAR WARS Collection II

LucasArts

Includes *Tie Fighter, X-Wing, X-Wing Vs Tie Fighter, Jedi Knight, Dark Forces, Yoda Stories, Star Wars Behind the Magic, Jedi Knight Mysteries of the Sith. IBM Requires: as per Jedi Knight.*

IBM - $90.00

STELLAR COMBAT 25 new missions for X-Wing vs Tie Fighter, 100 new missions for Descent II, 70 new missions for X-Wing, Tie Fighter and Descent I.

On special for - IBM - $4.00

STAR WARS REBELLION

LucasArts

Galactic colonization and conquest on an epic scale, set in the Star Wars universe. Take control of either the Rebel Alliance or the Galactic Empire as you vie for the support of up to 200 worlds. The real-time environment will test your strategic mettle at every turn. Features comprehensive resource management. Strategic aspects of the game let you manage manufacturing which includes dozens of captial ship types such as Star Destroyers and freighters, as well as eight types of fightes, resources, fleet deployment and mission assignments. Also features an innovative 3D battle simulation where you take complete control of entire battlefleets of space ships in dramatic battle sequences, almost a separate game in itself. There are dozens of characters for both the Rebel Alliance and Empire. Can be played two player. *IBM Requires: 4spCD-ROM, SVGA, Pentium 100 (for2 player, Pen 90 for 1 player), hard disk, 16mbRAM.* **IBM - $50.00**

STAR WARS ROGUE SQUADRON 3D

LucasArts

After destroying the Deathstar, Luke and Wedge form the Rogue Squadron, a group of 12 of their best starfighter pilots. You play the part of Luke, to engage in intense, fast-paced planetary ground-to-air and air-to-air missions, dogfights, search and destroy, reconnaissance, bombing runs, rescue assignments, etc. A stunning game utilizing the lastest 3D hardware. Fly X-Wings, Y-Wings, A-Wings, V-Wings in 17 missions. Battle Tie Fighters, Bombers, Shuttles, Walkers, etc. *IBM Requires: Windows '95, Pen 166, 32mbRAM, 4mb3Dfx Card; 4spCD-ROM, hard disk.* **IBM - $90.00**

THE HOUSE OF THE DEAD

Sega

From the adults-only arcade game, not recommended for people under 15 years age. It is December 1998, strange goings-on at the top secret experimental facilities of DBR Corporation. Research staff are missing, and the worst is feared as sinister rumors surround the former lab director, Dr Curien. Special agents Thomas Rogan and G have been sent on an urgent mission to investigate the mysterious disappearances and determine the nature of Curien's research. But nothing could prepare them for what lies waiting at the House of the Dead. Optimized for Direct3D. *IBM Requires: Win'95, Pen 90, 16mbRAM, hard disk, SVGA, 2spCD-ROM.*

IBM - $70.00

The War of the Worlds

Rage

Classic HG Wells War of the Worlds, with the Martians invading 1898 Earth. In this game, you initiate the conflicts. Forget mission-based strategy. You can play Martian with their huge tripod war machines, or 1898 United Kingdom, with ironclad warships and WWI tanks. You can lose battles and still win. With full 3D texture mapping, smoke, fog, a unique mix of strategy and action, research, develop and maneuver vehicles on land, sea or air. Looks great. *IBM Requires: Pen 166, 32mbRAM, 2mbGraphics card, 16bit sound, 4spCD-ROM, Windows '95.* **IBM - $99.00**

The War of the Worlds Official Strategy Guide **$30.00**

THE X-FILES GAME

Fox

An adventure game using live-action film, including David Duchovny and Gillian Anderson. You play the role of Craig Willmore, assisgned to assist Special Agents Mulder and Scully in their latest investigation into paranormal activity. Follow a trail of elusive clues, sift through evidence at crime scenes, use a wide variety of standard issue FBI equipment and tools, conduct interviews with witnesses and suspects, to solve the case. All original footage. The branching multiple plot lines change in response to your actions. *IBM Requires: Pen 120, 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $60.00**

Prima's Official Strategy Guide to The X-Files **$30.00**

THE X-FOOLS

Parroty

A complete send-up of the X-Files. Join Mully and Scudder, two ultra-paranoid ex-FBI agents, as they expose the real truth in this hilarious CD-ROM, packed with interactive games and paranormal activities. Play "Abduct This!" and beam up cows, aliens, men in black! Play "Run agent run!" Test your knowledge in this X-Foolish trivia game, and much more. *IBM Requires: Windows, 486/66, 16mbRAM, 2xCD.* **IBM - $22.50**

Thunder Brigade

BlueMoon

A stunning arcade/action game. You pilot a futuristic flying tank that skims across a dozen wild planets. Your mighty craft is massively armed. You represent a coalition of freedom fighters, striving to liberate your people from the iron grip of two oppressive federations. This is a game of cat and mouse, where you'll need to use all of your cunning and each planet's unique terrain to out-gun and out-manoeuvre the opposition. 30 missions, some you hunt, some you are hunted; great graphics that don't need 3D acceleration, 12 exotic locations, 6 types of advanced weaponry, mission editor, instant action mode. *IBM Requires: Windows '95/98, Pen 100, 32mbRAM, 4spCD.* **$45.00**

TOTAL ANNIHILATION

Cavedog

A *Red Alert*-style game. What began as a conflict over the transfer of consciousness from flesh to machines has escalated into a war which has decimated a million worlds. You fight 50 single player missions, controlling and fighting 150 different units, over a variety of worlds including snow, open water, lava, high mountains, and metal worlds. Features realistic 3D firing trajectories using true physics for cannons, missiles, rockets and nukes; control the sea with a full complement of advanced naval units; true 3D terrain that can be climbed over, around, and use to advantage; and great explosions! *IBM Requires: Win'95, Pentium 100, 4spCD-ROM, SVGA, 16mbRAM.* **IBM - $30.00**

Total Annihilation: Core Contingency 25 all new missions, 75 power ful new units - so now you can protect your bases by building them underwater and surprising opponents with sea-based amphibious armies; the giant Krogoth Kbot, map & mission editor, etc.

$30.00

Total Annihilation: Battle Tactics Features 100 smaller, quicker battles to satisfy that nagging Total Annihilation fix. New maps provide fresh opportunity for ambush. Multiple paths to victory.

$30.00

Total Annihilation: Commander Pack Contains Total Annihilation, Total Annihilation Battle Tactics, Total Annihilation The Core Contingency and Total Annihilation Hint Book.

IBM - $80.00

Total Annihilation Hint Book Unlock the secrets! **$27.00**

TRIBES (StarSiege)

Dynamix

The ultimate in first person squad warfare. Unprecedented internet play. All you need is internet access. Everything else is click & go. Innovative missions include deathmatch, capture the flag, last tribe standing, defend & destroy, towers. Heaps of weapons including targeting lasers to paint certain targets for your squadmates to shoot at. Top down commander's screen lets you set waypoints, etc. Combat is *Quake II-style* 3D views. Pre-set keyboard activated messages, armor jets, different types of armor and battlearmor, you can customize your tribe, great looking landscapes, and heaps of single player missions as well as multiplayer. *IBM Requires: Pen 166 with 3DGA or Pen 200, Win, 32mbRAM.*

IBM - $70.00

TRIBAL RAGE

Talonsoft

The year is 2030 and the World is in shambles, in this post-apocalyptic real-time *Red Alert*-style strategy game unlike any game ever released. Years of war, famine and plague have forced the survivors of Earth into tribes that sweep across the wastelands, fighting one another for what precious resources, safe lands, and bad jokes that remain. Bikers burn & pillage, Cyborgs search and destroy, Enforcers uphold the law, stunningly gorgeous Amazons, evil Death Cultistsand the Trailer Trash all add to the mayhem. You can lead any one of the six tribes in single or multiplayer campaigns or missions, fight across heaps of different battlefields, and an editor that lets you edit warriors, vehicles and scenarios. *IBM Requires: Win'95, Pentium 133, 16mbRAM, 4spCD-ROM.*

IBM - $30.00

TUROK 2 Seeds of Evil

Acclaim

A *Quake II-style* game. With 35 different hyper-realistic enemies with bouncing bellies, blinking eyes, stretching tentacles and snapping jaws. From prehistoric raptors to ravenous sci-fi beasties. Over 24 weapons including an artillery-mounted triceratops which you ride. Intelligent enemies which attack in groups and know when to take cover. With six huge quest levels and 26 multi-player levels for use with network or internet. Over 30 square miles of terrain. *IBM Requires: 3Dgraphics accelerator, 3Dfx Voodoo, Pen 200, 32mbRAM, Windows '95.*

$90.00

UFO Enemy Unknown

Sensible

Classic reprint. You are in control of X-COM, the world's secret organisation formed to fight the ever increasing alien menace. Shoot down UFOs, investigate c crash sites, analyse alien items, build new superweapons, save the Earth!. *IBM Requires: 386, 2spCD-ROM, 4mbRAM, sound card.*

IBM - $16.00

ULTRA FIGHTERS

iMagic

Flight simulator. Fossil fuels have been exhausted, many of the old superpowers have faded away. The skies are now the domain of the electric jets – the UltraFighters. These light fighters and bombers possess the finest sensors and avionics that the 26th century has to offer. With 10 futuristic aircraft in aerial combat over the Solomon Islands. An instant action mode to let players jump straight into the action. *IBM Requires: Windows '95, Pen 166, 4mb 3D accelerator, 32mbRAM, 4spCD-ROM.* **IBM - $45.00**

UNREAL

GTI

You've been arrested and sentenced to life imprisonment on a penal colony. But the prison ship has crash landed on an unknown planet...Look around, crystal clear water shimmers, shadows shift, alien architecture fades into the distance. Godless temples beckon, darkness falls. You are an uninvited guest in the fastest, sleekest, and most dangerous 3D world ever created. A 3D Quake II style game. Features the most advanced 3D engine ever created. Spectacular colored lightning and hyper realistic environmental effects in software and hardware. Ruthless artificial intelligence. Unreal enemies are intelligent, cunning masters of their domain - they will track you down anywhere, communicate with each other, call in reinforcements if necessary and relentlessly pursue you. Portals, distinctive skins, etc. Also features the Level Editor with which they made the game. *IBM Requires: Pentium 166, 16mbRAM, 4spCD-ROM, Win'95, SVGA, hard disk.*

IBM - $50.00

Unreal Official Strategy Guide With CD with additional levels. **IBM - $27.00**

UPRISING 2 Lead and Destroy

Cyclone

After a century of bloody galactic battle, a horde of intelligent bloodthirsty aliens, known as the Kri'iSara, threaten to exterminate all human life. New Alliance Command is counting on you to destroy this alien menace. Lead your combined forces from a second generation Wraith battle tank. Fight your way through 28 brutal missions. Features *Quake II-style* graphics. Fight on the ground, in the air, and in space. Can play via modem or serial cable, or 8 players via the Internet. *IBM Requires: Windows '95, Pen 166, 32mbRAM, 4spCD-ROM, 2mbSVGA, 3Dfx recommended.* **IBM - $90.00**

WARGASM

Infogames

In the future, all wars will be fought this way (yeah, right). All hell has broken loose on the World Wide War Web, the virtual warfare system designed to end conventiona war and bloodshed. Your mission is to fight the world for total control of the web. An easy game to play and learn. Command up to 25 units, you can be a soldier, helicopter pilot or tank commander. *IBM Requires: 3D Accelerator, Pen 166, 32mbRAM, Windows '95, 4spCD-ROM.*

IBM - $90.00

WARGAMES

EA

Revolutionary 3D graphics with 3DFX chip set support. From New York to the Alpine Slopes, blast your way through real global environments. Real 3D weather effects make spontaneous troop movements and flexible battle plans critical. Exploit environmental advantages, use the terrain to hide and launch surprise attacks. Square off against advanced AI, command futuristic NORAD or WOPR units from tanks, destroyers, bombers, dreadnoughts to laser tanks and mechs. Supports multiplayer. *IBM Requires: Pentium 133, 16mbRAM, 4spCD-ROM, SVGA, hard disk, Win'95.*

Playstation - $90.00 **IBM - $80.00**

Wargames Exclusive Strategy Guide **$30.00**

WARHAMMER 40,000 CHAOS GATE

SSI

Command a squad of up to 20 Ultramarine Space Marines and pursue the evil Chaos horde through the Warhammer 40,000 universe. This is a squad-level, turn based tactical game that pits you against Chaos Lord Zymran, in an attempt to unravel the mystery of an ancient relic. You can immediately play the campaign game with 15 scenarios, or can practice and gain experience for your squad by playing random missions. There are a total of 50 Space Marines to choose from, including Terminators, Assault Troops and Devastators. You can build your own missions with the Mission Editor. Command vehicles such as the Predator, Rhino, Land Speeder and Dreadnought. Marvel at the glorious 3D rendered weapon effects, including missile launchers, plasma guns, heavy flamers, lascannons, vortex grenades, and psyker combat. Supports multiplayer. *IBM requires: Pen 166, 32mbRAM, Win'95, 8spCD-ROM, 2mbSVGA.*

IBM - $50.00

WARHAMMER 40,000 Rites of War

SSI

Warhammer 40,000 with the *Panzer General II* engine! Focuses upon Tyranids going head to head with Eldar, and features stunning graphics, varied battlefields, units improve with experience, heroes can be given special wargear, psychic powers, artifacts, animated sequences when units move, 24 mission campaign, point values let you build your own army, etc. *Due July. IBM Requires: Pen 166, Windows '95, 8spCD-ROM, 32mbRAM, 2mbSVGA.*

IBM - $50.00

WARZONE 2100

Eidos

A real-time strategy game with amazing 3D terrain, fast action combat. Set in the year 2100, 15 years after the world virtually destroyed itself. With resource management, you can interact with the action from any viewpoint, strong AI, design, develop and build over 2,200 combat units, explore the unique setting of the devastated Earth in three diverse campaigns. *IBM Requires: Pen 166, 32mbRAM, Windows '95, 8spCD-ROM, 2mbSVGA.*

IBM - $90.00

Wing Commander Kilrathi Saga This game includes Wing Commander I, Wing Commander II and Wing Commander III. The game is modified for Windows'95, no more DOS installation required. The game speed is also changed so that you can play on a Pentium. Thats around 140 missions! *IBM Requires: Pentium 60, 16mbRAM, hard disk, CD-ROM, SVGA, Win'95.* **$50.00**

WING COMMANDER V: Prophecy Gold Ed

Origin

Contains Wing Commander Prophecy plus *Secret Ops* which has multi-stage capital ship strike missions, new weapons, powerful new starships including a Quick-Strike Carrier, more intense storyline, plus completely re-done special effects when in space. Looks fantastic. *IBM Requires: Pentium 166, 32mbRAM, hard disk, 4spCD-ROM, 2mbSVGA, Win'95..*

IBM - $95.00

X-COM APOCALYPSE

Microprose

The ultimate strategy combat game. A substantial upgrade from the previous two X-Coms. You command the elite X-COM troops as they strive to investigate and repel an alien invasion of Earth. By hiring scientists and engineers, you can research and manufacture new weapons, vehicles and armor. You must discover the source of the alien invasion, penetrate the alien homeworld and destroy their control centre. *IBM Requires: Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk.* **$20.00**

X-COM Apocalypse Official Strategy Guide **$30.00**

X-COM INTERCEPTOR

Microprose

The aliens are out to destroy earth and rule the new Frontier. As X-COM commander, it's your sole duty to protect humanity. Battle the aliens from the cockpit of a high-tech interceptor in a full-blown flight simulator, in dynamic missions that directly affect the final outcome of the struggle. Vaporise your foes with more than 20 different weapons; become the aggressor as new technology and better weapons are added to your aresenal and strike right at alien supply bases and outposts; build and manage your bases and personnel; research captured alien weapons and technology. *IBM Requires: Pen 166, Win'95, 16mbRAM, 4spCD-ROM, SVGA 16bit.* **IBM - $50.00**

X-WING COLLECTOR's CD-ROM

LUC

The original X-Wing Star Wars flight simulator combat game, but this special CD-ROM version also includes six brand new missions, improved 3D graphics, sound and voices have been upgraded, and both additional tour of duty campaigns have been added, Imperial Pursuit and B-Wing. However, if this game is anything like its first release, don't bother playing it unless you can get access to a game editor that's commonly available on the Net. Without the editor, some missions you *cannot* get past unless you have an IQ of 200 with the reflexes of a seven year old. *IBM Requires: 386/33, 2mbRAM, CD-ROM, hard disk, VGA* **$40.00**

X-Wing Collector's Hint Book **$40.00**

X-WING COLLECTOR SERIES

LUC

Contains *X-Wing* (with 120 missions), *Tie Fighter* (with 100 missions) and *X-Wing vs Tie Fighter* with 14 missions. *IBM Requires: Win'95, Pen 100, 16mbRAM, 2spCD-ROM, joystick, SVGA, hard disk.*

IBM - $65.00

X-WING vs. TIE FIGHTER

Lucas

One of the gaming advents of the year. At last you can go head to head against other human players flying X-Wings and Tie Fighters. You can play against the computer or 2 - 8 human players over a null-modem, modem or the internet. Fly over 50 combat missions in 9 meticulously enhanced Star Wars starfighters. Engage in melees, taking on all rivals, to see who is the best pilot. Choose your craft and your weapons. Graphics are absolutely superb, and you don't have to pass some stupid flying academy before you can do the real thing, but there are training flights you can take that talk you through the various keyboard controls and weapons systems. You can play Imperial or Rebel. Capital ships are beautiful but much tougher than there were in the movies. Comes with 2 CDs for multi-play. *IBM Requires: Win'95, 16mbRAM, 2spCD-ROM, SVGA.*

$60.00

BALANCE OF POWER The one criticism of *X-Wing Vs TIE Fighter* was that there was no campaign, just unrelated scenarios. This expansion CD is an all new story-driven campaign, one for the Imperials and one Rebel. There are 30 missions in which up to 8 players can play co-operatively. Seek out and destroy a Rebel shipyard, ravage a Super Star Destroyer. Looks great! **$40.00**

STELLAR COMBAT 25 new missions for X-Wing vs Tie Fighter, 100 new missions for Descent II, 70 new missions for X-Wing, Tie Fighter and Descent I.

On special for - IBM - $4.00

Fantasy

AGE OF WONDERS

EMG

Prepare to return to a time when elves, dwarves and orcs inhabited the Earth, a time when mortal humans battled for survival against the mighty armies of darkness. Prepare for an adventure where you will uncover wondrous ancient artifacts, awesome magical power, and the secrets of the shatttered dark elven empire. Allows custom scenarios and single player campaigns. Twelve races with 14 units each. Over 50 heroes, 50 magical items, 100 spells. *IBM Requires: Win'95, Pentium 90, 16mbRAM, SVGA, hard disk. Due May.*

$90.00

ANCIENT CONQUEST The Golden Fleece

SLS

A real-time strategy adventure game set in the days of Hercules. You must find and bring back the Golden Fleece. With 14 missions in the campaign, 40 custom missions, build a navy of triremes, earn money from natural resources, fight against mythical Greek monsters and other monsters, fight Persians and barbarians, attract ancient heroes to your cause, build temples and develop 12 magic technologies, great naval battles, 3 difficulty levels, scenario editor. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 2spCD, 16-bitSVGA.*

IBM - $90.00

ANCIENT EVIL

SLS

A fantasy adventure a bit like *Diablo*. The Crypt of the Ancients has caused the demise of anyone who has ever entered it. Except for Alaric. And now Alaric offers 50,000 gold coins to anyone who can enter and survive and return. But something is very wrong. A ghost appears and warns everyone that unless Alaric is stopped, doom will befall the whole world. With 65,000 color high-res graphics. 35 different monsters, 30 spells, characters can read books they find, sleep in beds they find, etc. *IBM Requires: Pen 120, Win '95, 16mbRAM, 4spCD.* **IBM - $50.00**

BATTLESPIRE

Bethesda

From the epic roleplaying world of Daggerfall and Arena, springs forth a sinister tale of mortal conflict and triumph. The celestial citadel known as Battlespire has been ravaged by a black hearted Daedra Lord. If this evil Lord and his minions can so easily brush aside an entire defending garrison, what chance do you have alone? Custom-build your own character, chat with, conspire and then betray your enemies. Battle fiends so cunning they smell your blood, hear your footsteps, track you like prey. Explore exquisitely detailed 3D interiors and exteriors. From ominous dungeons to towering castles. Supports multiplayer play. *IBM Requires: Pentium 133, SVGA, 4spCD-ROM, hard disk, 16mbRAM.*

$50.00

BETRAYAL IN ANTARA

Sierra

Welcome to the Antaran Empire. This Empire was forged generations ago by a king who covertly gathered mages to his side and used them to unite the provinces under his banner. However, over time the Imperial institutions have fallen prey to corruption and decay. In this fantasy role playing game, the player characters become embroiled in a devious plot of manipulation, political agendas, secret societies, racial hatred, magical discoveries, abduction and assassination. No other fantasy roleplaying computer game comes close to Antara's magnificent 3D terrain and advance combat system. Features dozens of different creatures and villains, dozens of characters to interrogate, the unique "flashback" feature to replay discussions at any time; you control a party of four characters, etc. *IBM Requires: 486/100, 16megRAM, 4spCD-ROM, Win'95.* **$50.00**

Betrayal in Antara The Official Strategy Guide Hint Book. **$30.00**

BLACKSTONE CHRONICLES

Redorb

It's time to immerse yourself in the chilling world of John Saul's Blackstone Chronicles. This is an adventures in terror where tortured spirits of the past offer you the only hope of saving your missing family and your sanity. Utilizes 24-bit color in stunning settings and backdrops. The intuitive point and click interface provides easy accessibility to compelling gameplay. *IBM Requires: Pen 166, 8spCD-ROM, 32mbRAM, 24-bit 2mbSVGA.*

IBM - $50.00

BROKEN SWORD Shadow of the Templars

Revo

A 3D adventure. A young American, George Stobbart, finds himself on a mysterious and compelling escapade in which he encounters intrigue and sinister collusion. Who are the new breed of savage warriors? Where does their gothic power come from? Who were the Templars? With puzzles to solve, 70 detailed locations to explore, 60 characters to interact with, 50 usable items, and 18 classically animated sequences. *IBM Requires: 486/66, SVGA, 2spCD.*

IBM - $20

BROKEN SWORD II

Virgin

An animated adventure. Intrepid adventurers George and Nico are embroiled in yet another mysterious escapade of brutality, calamity and immortality in this sequel. The discovery of a sinister drugs ring reveals an arcane power of an ancient civilization. Kidnap, stolen treasure, astronomy and deadly drug barons are the least of your worries. *IBM Requires: Win' 95, 16mbRAM, 486/66, CD.* **$80.00**

CAMPAIGN CARTOGRAPHER 2

PRO

Cowabunga! Just what I've always wanted - a computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountains, towns, roads, rivers, battlemaps, coastlines, etc). Comes with a large, thick 240 page manual. Tutorials run you through the basics of drawing your map and placing various items. (I was having so much fun placing little ships that I actually laughed out loud at one stage!) First you decide the scale of the map, then draw coastlines. You then fill your land masses with mountain ranges, forests, jungles, deserts, swamps, cities, towns, villages, battle sites, evil temples, etc. Each of these features can also be shown in appropriate color, on screen, or when printed. By using a CAD feature referred to as levels, you can make several maps from one original, each showing different levels of detail. The one with lowest detail, ie, mountains, forests etc, is the first one you give to player characters when they start a new campaign. And being able to print maps from any zoom level is a great bonus too. *IBM Reqs: hard disk, 3.5" FDD, SVGA, mouse, Windows'95, Pentium 90, 16mbRAM.* **IBM - $149.00**

DUNGEON DESIGN 2 Adds awesome new powers of invention to CC2 and the AD&D Core Rules 2. More than 500 stunning symbols for creating beautiful, exciting dungeons. It's got everything you need from simple doors, windows and furniture, to devious traps, cave formations and religious relics. You can also create perfect floorplans in minutes by selecting room and corridor symbols and plugging them together. *Requires as above.*

IBM - $75.00

DAGGERFALL: Elder Scrolls II

Bethesda

The second chapter in the highly acclaimed Elder Scrolls role playing series. An opportunity to adventure in total freedom within a world where your destiny is of your own making and consequence evolves from your decisions. Features the largest role playing world ever created for the computer. Adventure through thousands of cities, villages, dungeons, graveyards, ruins, castles, shrines and farms. Interact with thousands of characters, both in dialogue and action. Involve yourself in a complex world of constantly evolving political intrigue. Own property and ships, participate in the politics of guilds etc. Customize your character or even create a unique character class. Participate in numerous large-scale complex quests or venture off on your own. A multiple path story, with several different endings. *IBM Requires: 486/66, 2spCD-ROM, VGA, 8mbRAM, hard disk, DOS 6.0 +.* **$80.00**

Daggerfall Unauthorised Strategy Guidebook **$30.00**

DARK VENGEANCE

RealityBytes

A bold new 3D fantasy roleplaying game of combat and exploration. Enter a world whose scope is bigger than everything except the bitterness in your heart. To achieve vengeance you must master the subtleties of hand-to-hand combat, spell-casting and the evil that lurks in the hearts of your enemies. With more than 30 weapons, 3 radically different styles of combat, 3 playable characters, over 30 enemies including Dark Elves, Undead, Woodbots, Demons. 16 levels including unique character specific levels and storylines. *IBM Requires: Pen 166, 16mbRAM, Windows '95, hard disk, 4spCD-ROM, SVGA.*

IBM - $75.00

DIABLO

BLIZ

This is a very popular game. You embark on a quest to destroy the lord of all evil - Diablo. Feel the terror of a world held in the grasp of the lord of all evil. Over 200 different monsters inhabit this ever changing world. Storm Diablo's halls as either warrior, sorcerer, or rogue, each with unique skills and abilities. March through endless lands with flowing lava, burning sulphur, medieval villages, etc. Up to four players can unite to destroy Diablo via Internet, network, or two via head-to-head. The game offers unprecendented replayability, as everytime you play, Diablo creates a unique labyrinth. With spine-chilling SVGA graphics, 3D modelling characters from a semi-top down 3D view, real time lightning effects, etc. *IBM Requires: Pentium 60+, 8megRAM, SVGA, hard disk, CD-ROM, soundcard, Win'95. Includes Official Strategy Guidebook.* **$50.00**

Hellfire Na-krul, Diablo's strongest ally, has decided to destroy Diablo and rule hell himself, and gathering together a smal army of never seen before monsters, he now poses a threat almost as deadly as Diablo himself. So up against Na-krul you go! With 29 new foes including a lich, undead, skeleton sorcerer, grave digger, hork demon, etc. 30 new items, seven new spells including a lightning wall and warp; a new character class, the monk, and all-new randomly generating levels. **$30.00**

FINAL FANTASY VII

Eidos

You've seen it advertised on TV, and here it is on the PC. An evil and powerful corporation is slowly draining life from the planet in an effort to control the universe. However, a small rebellion, known as Avalanche, has enlisted your help to fight back. Explore a massive and beautifully rendered locations. Team-up with and play a total of nine characters. Battle deadly creatures in this "real-time" turn-based battle system, over 60 minutes of cinematic sequences, seven mini-games and several sub-quests. *IBM Requires: Win'95, Pen 133 with 3D acc, or Pen 166, 32mbRAM, 4spCD-ROM, SVGA, hard disk.*

IBM - $80.00

GABRIEL KNIGHT MYSTERIES

Sierra

Contains the supernatural mystery games Gabriel Knight I Sins of the Fathers, Gabriel Knight II The Beast Within, and a preview for Gabriel Knight III. *IBM Requires: 486/66, 8mbRAM, 2spCD, SVGA.*

IBM - $80.00

GET MEDIEVAL

Monolith

A fast, furious and funny dungeon romp. Laugh at the quips, quibbles and quirks of the slightly "off" band of four adventurers that you control. Up to 4 players can play co-operatively on one machine or via Internet or modem. 40 action packed levels of lava puddles, curses, hazards, great special effects, as you prepare to fight and defeat the dastardly dragon Darimil. 20 monsters, 8 bosses, 8 artifact power-ups, random dungeon generator. *IBM Requires: Pen 90, 16mbRAM, Windows '95, hard disk, 2mbSVGA, 4spCD-ROM.* **IBM - $75.00**

HERETIC II
Activision

An all new Heretic with the *Quake II*-engine, except from a third-person perspective. Features stunning special effects, environmental realism; wield magical powers, cast spells, unleash animated weapons, climb, gymnastic manoeuvres; underground civilizations to explore, lush sinking cities to discover, single player or deathmatch, great graphics. *IBM Requires: Windows '95, Pen 166 with 3Dfx card or Pen 233 without, 32mbRAM, 4spCD, 2mbSVGA.* **IBM - $90.00**

HEROES OF MIGHT & MAGIC COMPENDIUM Includes Heroes of Might & Magic I and II and The Price of Loyalty expansion.. *M&M II:* Lord Ironfist is dead and the Kingdom is plunged into a vicious civil war by his feuding sons. At stake is the ultimate prize: control of the land and succession to the royal throne. Will you support the villainous usurper and lead the armies of evil, or be loyal to the righteous prince and deliver the people from tyrany. Features an unusually interactive campaign storyline. With 40 campaign scenarios (twenty each for good and evil), tons of new skills, spells and artifacts, 65 heroes, 66 monster types; expanded interactive battlefields with enlarged combat maps. ***The Price of Loyalty Expansion Pack*** Four new campaigns and a slew of critical enhancements. Discover new heroes and artifacts as you explore and conquer 24 new campaign maps and numerous stand alone scenarios. New cinematic scenes, new heroes, events and artifacts. *IBM Requires: 486/66, 8megRAM, CD-ROM, SVGA.* **IBM - $70.00**

HEROES OF MIGHT & MAGIC II
NewWorld

The 2nd game of the series, as explained above, for a cheap price. **IBM - $30.00**

HEROES OF MIGHT & MAGIC III
NewWorld

When Erathia's King is murdered by traitors, he is resurrected as an undead warlord who leads a ruthless invasion of his former Kingdom. Little resistance is met until his daughter Catherine, Queen of Enroth, returns to her homeland commanding an army of elite Enrothian warriors. Not only must she defeat her father's army, but she also wishes to free him from the dark prison of his undead body. Characters, buildings, environments and weapons are all pre-rendered in 3D and appear in a new 800x600 hi-res, 65,000 color world. A simple to use turn-based game with a very challenging environment. 8 completely new towns and castles, 16 different hero types, more than 120 different combat units. Realistic animation, improved multiplayer via hot-seat, LAN or internet. *IBM Requires: Windows '95, Pen 133, 32mbRAM, 4spCD-ROM, 16bit SVGA.* **IBM - $95.00**

HEXEN II
idSoftware

The much awaited sequel is here at last, this time built upon *Quake's* engine. The Four Horsemen of the Apocalypse lurk in the shadows before you. They are the root of all that is evil. They are the least of your worries. The last known serpent rider, Eidolon, lives. As the Necromancer, Assassin, Crusader or Paladin, you must defeat the dark generals and their hell-spawned legions before you can face the Archfiend and attempt to end his ravenous onslaught. With 32 new weapons, as you gain experience you`gain more hit points and extra abilities for your character class, fight four stunning worlds, Medieval, Egyptian, Mesoamerican, and Roman. Smash stained glass windows, collapse structural beams, pulverise trees. *IBM Requires: Win'95, Pentium 90, SVGA, 16mbRAM, hard disk.* **IBM - $50.00**

Prima's Hexen II Unofficial Game Secrets Hint book. **$30.00**

Hexmaker The first official level editor for Hexen II. Has a total editing environment, using a windows interface. Has ten new levels which can also be used as a basis for making new levels. Supply your new worlds in minutes with objects already created and ready to serve you. Cast your own images with robust creation tools. **$40.00**

HEXEN II MISSION PACK You can play a demoness armed with new weapons, new spells and powers. Revisit the medieval world of Blackmarsh, and continue the experience in the new Tibetan Hub. Explore 15 ever more challenging levels, including icy terrain, and crawling with demonic new enemies. **$40.00**

HEXPLORE
ocean

Immerse yourself in a fantasy medieval world. A world where the Grand Master of the Black Magicians has sworn to take possession of the Book of Hexplore. From this moment, the world of this fantasy party-adventure game is in great peril, for this manuscript will lead those who find it to the Garden of Eden, the resting place of the Divine Power. So a group of heroes embark on a mission. Your party will have four characters, which you recruit, over 200 maps to explore, offers 360° camera views without an accelerator card. *IBM Requires: Pentium 100, SVGA, 16mbRAM, 4spCD-ROM, hard disk, Windows '95.* **$75.00**

KING'S QUEST COLLECTION II
Sierra

With ten games, including - King's Quest 1, King's Quest 2, King's Quest 3, King's Quest 4, King's Quest 5, King's Quest 6, King's Quest 7, The Colonel's Bequest, The Dagger of Amon Ra, and Mixed-Up Mother Goose Deluxe. *IBM Requires: 486/25, SVGA, 8megRAM, 2spCD-ROM.* **$75.00**

KING'S QUEST 8 Mask of Eternity
Sierra

Enter this deep and compelling tale of an eternal champion's struggle to restore the Mask of Eternity and save the kingdom of Daventry. Features a revolutionary 3D action engine which gives you complete freedom of movement. Experience all seven worlds through either a first or third person point of view. Intricate mental challenges require you to use your mind as well as your might. With real-time combat as you heft your broadsword and fire your longbow. Discover mythical creatures who can guide you in your quest, unlock the secrets of the dimension of death, cleanse poisonous waters, and confront evil. *IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, 16bitSVGA, hard disk, Windows '95.* **IBM - $70.00**

LANDS OF LORE III
Westwood

A *Hexen II/Quake II*-style 3D fantasy adventure. Armed with only your sword and spellbook, you must break free of your past to forever close dimensional rifts born from ancient magic. But you will have help - four guilds, the mystic Dawn, a magical familiar companion. With over 60 weapons, 100 magical items, an in-game journal that builds itself, stunning 3D effects, interact with intriguing characters as you move through six worlds ranging from frozen wastelands to underworld labyrinths. *IBM Requires: Windows '95, Pen 166, 32mbRAM, 4spCD-ROM, 1mbSVGA.* **IBM - $90.00**

LORDS OF MAGIC SPECIAL ED
Sierra

Includes the full game of *Lords of Magic* plus the *Legends of Urak Quest Pack*, which has a new editor, 8 new buildings, 17 new monsters, 5 new adventures. Sequel to Lords of the Realm II - except its fantasy this time! A world inhabited by Elves, Dwarves, Gnomes, Faeries, Giants,, Dragons, and other creatures. The evil lord Balkoth has discovered an ancient artifact that has given him great power. He has formed a pact with the Barbarians and is rampaging all the lands. Being one of the leaders of the Free Peoples, you have to stop him. A strategy game with real time combat and turn based resource management. You develop and train wizards, warriors, thieves, and many other allies. You can even play *as* Balkoth. With 80 different animated creatures/races from skeletons to dragons, 160 spells, multiple paths to victory, etc. *IBM Requires Pentium 100, Windows '95, 16mbRAM, hard disk, 4spCD-ROM, SVGA.* **$80.00**

Prima's Official Strategy Guide to LORDS OF MAGIC **$30.00**

MAGIC & MAYHEM
Virgin

From the developers of XCOM, this real-time strategy game goes beyond human limits...you are omnipotent, and nature is your ultimate weapon. You have the power to send a plague upon the enemy, to bring the dead back to life, to make volcanoes erupt. Lead your army of mythological beasts. Buildings and forests can burn, creatures can hide in ambush. Conquer 36 realms including celtic, Greek and medieval. But note that they enemy will adapt, so no two campaigns will ever be the same. Great graphics. *IBM Requires: Pen 133, 32mbRAM, 4spCD-ROM, Windows '95, 2mbSVGA.* **IBM - $80.00**

MAGIC THE GATHERING Ltd Ed Pack
Microprose

Contains two games, *Magic the Gathering* and *Spells of the Ancient*, as well as *Manalink*, multiplayer Magic and 85 new cards to use in the game. **$75.00**

MIGHT & MAGIC TRILOGY
NEW

The perfect compilation for novice and expert players alike - three role playing epics in one. Prepare to be awed by the Might and entranced by the Magic. Includes a bonus never seen before adventure, Swords of Xeen. The trilogy includes *M&M III: Isles of Terra, M&M IV: Clouds of Xeen*, and *M&M V: Darkside of Xeen. IBM Requires: CD-ROM.* **$50.00**

Might & Magic Compendium Hint Book **$40.00**

The Ultimate MIGHT & MAGIC ARCHIVES
NEW

Includes Might & Magic I, II, III, IV, V plus Swords of Xeen and World of Xeen. *IBM Requires: 486/33, Windows '95, 8mbRAM, SVGA.* **IBM - $75.00**

MIGHT & MAGIC VI The Mandate of Heaven
NEW

The Ironfist Dynasty is tottering on the brink of ruin. As endless calamities plague the kingdom of Enroth, evil doomsday cultists plan to overthrow child Prince Nicolai an dclaim the throne for their own charismatic leader. From the depths of the deepest dungeons, to the intrigues of the royal court, you will lead a band of adventurers on a dangerous journey of amazing depth and intelligence. Master your destiny in a non-linear storyline where your choices and actions determine the game's outcome. Explore the intricacies of hundreds of subplots, spin-offs, and mini-quests. Real-time or turn-based combat. 16 bit, 65,000 color graphics. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4spCD, SVGA, hard disk..* **$50.00**

Might & Magic VI Limited Edition This edition includes M&M VI, as described above, plus all five previous Might & Magic games. **$70.00**

Might & Magic VI Prima's Official Strategy Guide **$30.00**

Ages of Myst Includes the complete games of *Myst* and *Riven*, plus unique commemorative items including a journal to write notes in, and *The Making of Riven. **IBM Requires: Win '95, Pentium 100, 4spCD-ROM, SVGA, hard disk.*** **IBM - $100.00**

MYTH II Soulblighter
Bungie

A strategy game set in a 3D world of dangerous alliances and ancient evil, where all beings tremble before the wrath of Soulblighter, cruelest and most cunning of the evil Fallen Lords. Destroy bridges and storm enemy fortifications; sieze a drawbridge before the guards can raise it. Featuring real-world physics. Launch arrows in deadly arcs over obstacles, set off earth-rippling 3D explosions that send heads rolling. Use dwarven mortars to blast through enemy walls and fortifications. *IBM Requires: Windows '95, Pen 133, 32mbRAM, 16-bitSVGA, 4spCD-ROM, also caters to 3Dfx cards.* **IBM - $85.00**

NIGHTMARE CREATURES
Activision

A 3D graphical adventure. In 1834 on London's blackest eve, Adam Crowley, the evil leader of the Brotherhood of Hecate, rediscovered the key to man's unholiest fears, and opened a door to another chaotic dimension, unleashing hordes of terrible creatures upon the streets of London. You battle these creatures as either the noble monk Ignatius with martial art skills, or as the sword fighting female warrior Nadia. Over 28 moves/actions to use with your weapons, solve puzzles and search for clues. 16 ominous levels modelling after real 19th century London. *IBM Requires: Windows '95, Pen 133, 4spCD-ROM, 16mbRAM.* **IBM - $60.00**

POPULOUS The Beginning
Bullfrog

Experience the only action-strategy game that puts the awesome powers of nature in your hands. Enforce you omnipotent influence over fantastic 3D worlds. Wield your divine power to convert wild men to your cause or cast them down in a hail of fire and brimstone. Behold the breathtaking landscapes from your sea in the heavens or zoom in close for spectacular views of the cataclysm. Build your forces, annihilate the non-believers and become ruler of the universe. With 25 unique, fascinating worlds. Build thriving mystical cities. Unleash 26 spells on your enemies. *IBM Requires: Win'95, Pen 133, 16mbRAM, 4spCD-ROM.* **IBM $80**

Undiscovered Worlds With 12 brand new single player and 12 new multi-player levels. It is time for a new shaman to command the tribe against the greatest threat of all. *Requires as above.* **IBM - $43.00**

PRINCE OF PERSIA COLLECTION
RedOrb

Remember when computer games were more about addictive game play than graphic fluff? Well, these two games presented here, *Prince of Persia I* and *Prince of Persia II*, are two of those games. Over 80 hours of game play in 27 levels, as the Prince tries to save his beloved Princess. You must battle swordsmen, explore labyrinths, get past traps, solve puzzles. Also has the making of Prince of Persia 3D, due out next year. *IBM Requires: Win'95, 486/33, 16mbRAM.* **IBM - $50.00**

P.Y.S.T.
Parroty

The best selling CD-ROM game of all time is *not* this game. It's not the real game, it's not the real publisher - it's a parody! (Of *Myst*, of course!) No one was chosen. Yet everyone came. Journey to P.Y.S.T. island, a place that has become a tourist trap for 4 million PC junkies. Only your attitude and sense of humor will help you discover the secret...that there is no secret. Shhh! Don't tell anyone! This is definitely not your average computer game! *IBM Requires: 486/33, Win 3.1+, 8mbRAM, 2spCD-ROM, SVGA, hard disk, mouse.* **$20.00**

QUEST FOR GLORY Collection
Sierra

Make the journey of a lifetime as a warrior, mage or thief. Each adventure is its own unique quest, finish one and take your character into the next with powers and weapons intact. Includes four complete games, Quest For Glory I, Quest For Glory II, Quest For Glory III, Quest For Glory IV and Quest For Glory V Demo. *IBM Requires: Win, 386/25+, 8mbRAM, 2spCD-ROM, VGA.* **IBM - $80.00**

QUEST FOR GLORY V Dragon Fire
Sierra

Combines the best elements of roleplaying with real-time action. Set in the amazing 3D realm of Silmaria, Dragon Fire takes you on a journey fraught with peril, mystery and enchantment. The Council of Silmaria has set before you the seven deadly Rites of Rulership. If you succeed, you'll save the kingdom and win the right to rule as king. Play as either a thief, warrior, wizard or paladin. Explore the huge world, where innocent facades hide treacherous deeds. Come face to face with dryads, minotaurs and other creatures. Innocuous looking inns, taverns and homes hide the keys to unlocking the mystery of a murdered king. Explore the sunken depths of Atlantis. Be careful during the night. Unite with other warriors. *IBM Requires: Windows '95, 6spCD, 32mbRAM, SVGA.* **IBM - $80.00**

RAGE OF MAGES
Monolith

An excellent fantasy roleplaying adventure in which you strive for mastery of swords and sorcery. Five spheres of magic offer many unique spells and special effects. Outfit your character with a slew of weapons and armor, scrolls and potions, spells and magic items. You are going to need them. You will need plenty of cash in the town of Plagat to hire mercenaries, train your character and outfit your party. Determine the destiny of a magic land marked by a dark secret. Over 50 kinds of deadly enemies and creatures. Over 300 types of weapons and armor. More than 25 branching missions. Strategic combat requires you to approach every battle with foresight and planning. Single player, or multiplayer up to 16. *IBM Requires: Pen 100, 16mbRAM, Windows '95, 4spCD-ROM.* **IBM - $75.00**

REDGUARD Elder Scrolls Adventures
Bethesda

You play Cyrus, a Redguard mercenary who returns to the province of Stros in search of his lost sister. You'll encounter pirates and all sorts of colorful people and creatures. Your adventures have you escaping from death, traps, jumping across chasms, discovering Dwarven ruins, and tons of sword fighting. The advanced camera system allows for real-time 3D cinematic breaks in the gameplay. Featuring a lavish 3D city. *IBM Requires: Pen 166, 32mbRAM, SVGA Vesa 2.0, 16bit sound card, Windows '95, 4spCD-ROM.* **IBM - $80.00**

REDJACK: Revenge of the Brethren
Dream

A legendary pirates & buccaneers 3D adventure. The legendary pirate RedJack was ambused and his treasure disappeared. RedJack died vowing revenge. 17 years later a young man searches for this lost bounty in a quest to uncover his own past. He goes to the high seas to unravel the mystery. With pirates, pirate ships, Jamaica crawls with renegade pirates and Voodoo magic, solve challenging puzzles woven into the storyline, 20 interactive characters, six stunning locales, non-stop action. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 4spCD-ROM, SVGA.* **$90.00**

RETURN TO KRONDOR
Sierra

Set in the world created by Raymond E Feist, this fantasy RPG envelopes you in a world of strange creatures, desparate characters and the magic arts. The Tear of the Gods, a holy artifact possessing unimaginable power, is in peril. Your party must race against Bear, an evil madman, and his followers to raise the sunken ship that holds the artifact, and return it to its rightful place in the Temple of the Gods. With over 200 beautifully rendered locations, turn-based combat, 180 3D characters, 60 spells, 30 varieties of locks, traps and puzzles, eleven chapters of intrigue and adventure. *IBM Requires: Windows '95, Pen 166, 24mbRAM, SVGA, 4spCD-ROM.* **IBM - $50.00**

Prima's Official Strategy Guide to Return to Krondor **$50.00**

RING Legend of the Nibelungen
Cryo

Alberich, the Dwarf Tyrant, Siegmund, half man/wolf Loge, the Arrogant Fire Spirit, the proud Walkyrie Warrior – you play all of these characters in a spectacular adventure game that lets you live out Richard Wagner's *Ring of the Nibelungen*. Brains, brawn and heart; experience for yourself the mental, physical and emotional challenges. With 6 original game universes and 22 characters in 3D, full-screen 360° cinvision immersion graphics, 1 hour of full-screen animation, multiple game paths, etc. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 8spCD-ROM, SVGA.* **IBM - $75.00**

RIVAL REALMS
DI

A real-time strategy game set in a world where noble knights, enchanted wizards, fearless mercenaries and cunning thieves roam the battle ravaged wilderness in search of wealth and adventure. For centuries the humans, elves and greenskins have battled each other. Lead one of these three races in an epic war of conquest. With three different campaigns for the three races, totalling 60 levels. Heaps of magic spells, units gain experience, level/campaign editor, mythical beasts include griffins, golems, skeletons. *IBM Requires: Pen 90, 16mbRAM, SVGA, 2spCD-ROM, hard disk.* **IBM - $80.00**

THE ULTIMATE RPG ARCHIVES
Interplay

Twelve award winning computer Roleplaying Games in one box, including Bards Tale I, II, III and Consruction Set; Might and Magic Clouds of Xeen and Might and Magic Darkside of Xeen; Stonekeep; Ultimate Underworld I and II; Dragon Wars; Wasteland; and Wizardry Gold. *IBM Requires: 486/33, 8mbRAM, 2spCD-ROM.* **$60.00**

THE ULTIMATE WIZARDRY ARCHIVES
Interplay

Contains Wizardry I, II, III, IV, V, VI, VII and Gold. *IBM Requires: 486/33, 8mbRAM, 1mbSVGA, 2spCD-ROM.* **IBM - $75.00**

THIEF The Dark Project
Eidos

A first-person 3D action adventure game that puts you in the role of a master thief relying on stealth and cunning. Utilizing the new *Dark Engine* the game will transport you into a dark and immersive techno-fantasy world of stealth, intrigue, deception and combat. You will embark on a series of adventures that are woven into a compelling story of seduction, betrayal and revenge. Shadows are your only ally, and confrontation normally results in death. *IBM Requires: 32mbRAM, Pen 166 with 3Dfx or Pen 200 without, 4mbSVGA, Windows '95, CD.* **IBM - $75.00**

TOMB RAIDER III
Eidos

In a search to find four mysterious artefacts fashioned from the heart of an ancient meteorite, Lara journeys through 5 challenging adventures from the jungles of India to the icy wastes of Antarctica, across the rooftops of London and into the depths of Nevada's mysterious Area 51. With new graphic enhancements such as rippling water; select the order in which you undertake the adventures and choose the path you take within each level; new vehicles include kayak, quad bike; new weapons include Grenade and Rocket Launchers; and new moves include dash, crawl, and monkey swing. *IBM Requires: Windows '95, 16mbRAM, Pen166, 4spCD.* **IBM - $90.00**

Tomb Raider III Prima's Official Strategy Guide **$30.00**

ULTIMA COLLECTION
Origin

A special selection of 10 Ultima games, being Ultima I, II, III, IV, V, VI, VII, VII Part 2, VIII, and Akalabeth. Also a sixteen page Ultima Atlas, and exclusive interviews! *IBM Requires: 486/33, 4mbRAM, 4spCD-ROM.* **$30.00**

Ultimate Collection Hint Book Official Guide to Ultima Collection. **$30.00**

ULTIMA ONLINE Second Age
Origin

Get online and immerse yourself in the adventure of a lifetime in this world with spells and monsters, quests and heroes. A living growing world where thousands of real people discover fantasy and adventure. The world is persistant. Life goes on and events transpire whether you're logged in or not. Offers unprecedented freedom for you to seek out your own destiny. Craft weapons, tame wild animals, build a house, run a shop, quest for treasure, delve into dungeons – true roleplaying where your only limitation is your imagination. You need a connection to the internet to play this game, as it is a live game which you access through a connection to the internet. It cannot be played alone on your computer like other games. *IBM Requires: Pen 166, Windows '95, 383mb hard disk space, 16mbRAM, modem, 2mbSVGA.* **IBM - $80.00**

Ultima Online Hint Book The official Ultima Online hintbook. **$30.00**

ULTIMA ASCENSION
Origin

Only you can restore virtue to Britannia, where the Guardian has conjured eight columns of evil, which rise from the deepest dungeons and drain all the land's magic. All new animated combat and spell systems. Over 50 fantastic creatures to play with that have individual AIs. A walkthrough tutorial. Simple to use inventory system. Stunning 16-bit color 3D graphics. *IBM Requires: Pen 166, 32mbRAM, 8spCD-ROM, 16-bit SVGA, Win'95. Due June.* **IBM - $90.00**

ULTIMATE POWER PACK 3
Various

Contains three games, Dungeon Keeper, KKND and Warhammer Dark Omen. *IBM Requires: Pen 120, 16mbRAM, Windows '95, 4spCD-ROM.* **IBM - $50.00**

WARCRAFT Orcs Vs Humans
Blizzard

The original Warcraft, a fantasy wargame in the style of *Red Alert*. Fight two campaigns, one as humans, one as orcs, in over 20 scenarios. Also has a further 20 scenarios that can be edited. *IBM Requires: 386/20, VGA, CD, 4mbRAM.* **$30.00**

WARCRAFT II Tides of Darkness
Blizzard

Return to the world of WarCraft, where the battle between the evil orcs or noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new weaponry, the struggle for the domination of Azeroth continues, Supports 2-8 players via network, one player against the computer, or two players via modem or null-modem, has a map builder, command new weapons of war including dragons, submarines, air-balloons, elven archers, griffins, battleships, and death knights. There are 28 campaign scenarios, enhanced AI, etc. And the new weapon types look great, human galleys with full sails, strange orc ships, subs, etc. *IBM Requires: SVGA, 486/33+, CD-ROM, 8mbRAM.* **IBM - $50.00** **Playstation $55**

Warcraft II Official Secrets & Solutions Official hint book. **$30.00**

WARCRAFT BATTLE CHEST A massive boxed set that includes Warcraft I, Warcraft II plus Warcraft II Expansion set Set. **$80.00**

WARLORDS III DARKLORDS RISING
SSG

A pall of unspeakable evil, merciless slaughter and unbridled destruction has fallen across the realm of Etheria. Will you be able to stop their unholy juggernaut? 4 new campaigns and 15 stand-alone scenarios, plus the previous campaign and scenarios from the previous edition. Also features advanced AI, 9 new multiplayer games, 5 new heroes (making a total of 15), 31 new units (making a total of 95), cast 19 new spells, 9 new abilities, enhanced random map generator, revolutionary simultaneous movement enables you to charge, do battle and retreat, all in real-time. A fully functional map, item and campaign editor. *IBM Requires: Win'95, Pentium 75, 16mbRAM, 4sp CD-ROM, hard disk, SVGA.* **IBM - $80.00**

WARHAMMER FANTASY - DARK OMEN
SSI

Set in Games Workshop's Warhammer Fantasy universe. In the great forests of the Empire, Morgan Bernhadt leads the mercenary army against the scourge of greenskin raiders. Elsewhere the mighty Dread King stirs. Battles take place in a full screen real-time 3D environment, with complete freedom to move, rotate and zoom. Command regiments of cavalry, infantry, and archers as well as wizards, war machines and colossal monsters. Sophisticated computer AI controls enemy armies or you can play against another human or via serial or modem. *IBM Requires Pentium 90, Win'95, 16mbRAM, hard disk, 4spCD-ROM, SVGA, 1mbVideo card.* **$30.00**

Advanced Dungeons & Dragons

AD&D BALDUR'S GATE
Interplay

Baldur's Gate takes you back to the Forgotten Realms campaign setting using a *Diablo*-style game system. This is a huge game world with a multi-CD set filled with nearly 10,000 scrolling game scenes, all fully rendered in lush 16-bit SVGA graphics. Has a gripping non-linear adventure that spans seven chapters, with dozens of subplots that branch in and out of the main scenario. Your decisions affect subsequent chapters and the entire game world as a whole. The transparent interface can be modified to play in a turn based fashion if you desire. Explore hundreds of intricately rendered buildings and structures. Fight over 60 different types of monsters, view characters in exquisit detail, use over 100 spells, features real-time environmental effects such as rain, snow, lightning, fog, daylight and nightime; create your character from one of six races and 26 different professions, and guide a party of up to 5 characters. *IBM Requires: Pen 166, Win'95, 4spCD-ROM, 16bm RAM, 2mbSVGA.* **$90.00**

Baldur's Gate Official Strategy Guide **$50.00**

BALDUR'S GATE Tales of the Sword Coast Continue your adventures with the character you used in Baldur's Gate, join up with new friends or meet old enemies, more powerful spells, talkative NPCs, multiplayer support. **$30.00**

AD&D BIRTHRIGHT: The Gorgon's Alliance
SSI

Role playing in the AD&D Birthright. The Gorgon builds his power through bloodtheft - killing the kings of Anuire and consuming their divinely-granted bloodlines. You must command heroes, wizards and mighty armies to stop him. With role playing, battle-strategy and real time combat. Bright, 3D graphics bring the magical land of Anuire to life. 34 interactive characters and multiple variations make for amazing depth of play. You encounter treasures, resources, allies, and foes, including the Spider King, the Gorgorn. Players can choose to play a thoughtful, turn-based game or a fast paced, real-time game. *IBM Requires: 486/66, CD-ROM, Win'95, 8megRAM.* **IBM - $50.00**

AD&D BLOOD & MAGIC
Interplay

Prepare to enter five sweeping tales of enchantment and conquest set in the most popular fantasy world of all time...the Forgotten Realms. With a semi-topdown 3D view, you visit five unique realms, with a total of 30 missions, each with its own unique landscape and exotic magical items to manipulate. Fantastic weapons, treasures, magical potions, violent spells, 30 AD&D Forgotten Realms creatures to fight with and against, a simple point-and -click interface. Armed with ancient artifacts, your troops rally forth to battle goblin hordes, dark wizards, and lords of chaos. *IBM Requires: 486/66, 8mbRAM, CD-ROM.* **IBM - $50.00**

AD&D DESCENT TO UNDERMOUNTAIN
SSI

The stone belly of Undermountain below Waterdeep plays home to horrific monsters, dark magics, and unspeakable evils. Experience these terrors in the first AD&D action RPG to offer multi-character development. In this spell-ridden maze of dungeons and rips in the very fabric of reality lies the ultimate threat...the Flame Sword of the Spider Queen Lloth. With 20 dungeons, 3D polygon monsters, uses the *Descent* game engine with full 360° movement, 7800 frames of animation, includes a Dwarf Temple, Egyptian level, Crypt, etc; reflecting mirrors, stained glass you can sort of see through, etc. *IBM Requires: Pentium 90, 32mbRAM, hard disk, 4spCD-ROM, SVGA.* **$50.00**

AD&D Forgotten Realms Archives SSI
Contains all 12 previous Forgotten Realms games on 4 CDs. Includes Pool of Radiance, Curse of the Azure Bonds, Secret of the Silver Blades, Pools of Darkness, Hillsfar, Eye of the Beholder I, II, III; Dungeon hack, Gateway & Treasures of Savage Frontier, Menzoberranzan. *Requires 386.* **IBM - $75.00**

Miscellaneous

ADVENTURE 3 Out of This World Games Wolf
Contains three complete games: *Space Quest 6 Roger Wilco*, where Roger Wilco fights grime and battles evil adversaries; *Lighthouse*, where you pass through a shimmering portal into a world teeming with invention, discovery, and evil. And *Police Quest: Open Season;* where someone is on a killing spree and it's up to you to solve these seemingly random murders. *IBM Requires: Win 3.1+, 486/66, 12mbRAM, 2spCD-ROM, hard disk.* **$50.00**

AFL '99 EA Sports
The big game flies even higher. Spectacular marks, huge kicks, and bone-crunching collisions. Play at the real grounds – the MCG, SCG, Football Park etc, full player roster with over 647 player portraits and statistics, high performance new 3D engine featuring real time lighting, team management and stategy, multiple difficulty modes, over 550 motion captured player moves. This is an official AFL licensed product. *IBM Requires: Windows '95, Pen 166, hard disk, 32mbRAM, 4spCD-ROM.* **IBM - $50.00**

ARCADE HITS Wizard
Six classic arcade games re-done with today's graphics and technology. Includes *Slingshot*, where you annihilate the attackers while avoiding gravity fields; *Vandal*, where you use a bat and ball to destroy walls & houses; *Meteoroids*, try to destroy limitless meteoroids with your space fighter; *Sharp Shooter*, use two AA guns to destroy incoming alien fighters; *Missile Defender*, try to destroy incoming missiles; and *Haunted House*, collect treasures in a house while evading various undead thingies. *IBM Requires: Windows '95, Pen 75, SVGA.* **IBM - $30.00**

AUSTRALIAN CRICKET CAPTAIN empire
The first ever cricket management game for the PC. Captain the state team of your choice, compete in various cups and in Test and One Day International matches. Pick your team, control evey element of cricket strategy, play ball-by-ball or over-by-over, player stats are as at the start of the 1998/1999 season, extensive photo gallery, etc. *IBM Requires: Windows '95, 16mbRAM, 486/66.* **IBM - $75.00**

BALDIES SO
Classic reprint. Commission your Baldie factions and unleash your vile intentions. real-time action strategy with 60 levels including hidden and bonus rounds. 15 lethal weapons, 5 different worlds, build fortresses, turn animals into weapons, consume goldfish, breed like rabbits, then wipe out all of your dastardly Hairy enemies. *IBM Requires: 486/66, 8bmRAM, SVGA.* **IBM – $16.00**

Brunswick CIRCUIT PRO BOWLING THQ
The most realistic bowling game ever. Amazingly realistic 3D graphics, 13 Brunswick Pro Staff bowlers including accurate likeness and signature techniques, the most advanced physics engine in any bowling game. Multiple play modes, authentic Brunswick tournaments and equipment. Even build your own bowler and take on the sport's best! *IBM Requires: Wind, Pen 133, 16mbRAM, 4spCD-ROM.* **IBM - $60.00**

CLUEDO Murder at Blackwell Grange Hasbro
The classic boardgame now a computer game! Play dectective and solve a dastardly crime in a brand new cluedo mystery. Whodunnit? Where? And with what? See the famous characters come to life through stunning animations. Features classic Cluedo gameplay, chilling sound effects, beautifully rendered 3D characters from the board game, solo and multiplayer modes, playable over LAN, modem or internet. *IBM Requires: Pen 133, Windows '95, 16mbRAM, 4spCD-ROM, 1mbSVGA.* **IBM - $50**

CRACK IT! Aztech
Has the cheats and crack codes for over 900 popular games. **$30.00**

EA SPORTS: CRICKET Ashes Tour EA
This edition updates the '97 Ashes Tour Edition, and includes the Australian and English Ashes teams, new commentary from what's 'is face, enhanced game play and realism, true 3D stadium, instant replays, option to play with and against your own custom created teams, etc. *IBM Requires: Pentium 90, 16mbRAM, CD-ROM, SVGA, hard disk, Win'95.* **$50.00**

CARMAGEDDON I SCI
The original Carmageddon game at a very low price. **IBM - $20.00**

CARMAGEDDON II Carpocalypse Now SCI
Features a multitude of manic drivers, a feast of formidable race circuits. Reckless driving gains points – annihilate everything in your path. Waste trains, planes and slaughtermobiles. Smash, trash, crumple, burn, blast, skid and jump with realism. 30 gruelling new tracks, 10 manic mission levels and 10 stunning new environments, with even more freedom, power-ups and cunning stunt bonuses. *IBM Requires: Windows '95, Pen 166, 16mbRAM, 2mbSVGA, 4spCD.* **IBM - $75**

COMBAT CHESS empire
Includes a chess engine written to Grand Master standard by a world champion chess programmer, with several levels of play. You can use traditional pieces, or you can use animated pieces, with over 600 animation sequences of when they fight. *IBM Requires: Pentium 90, 8mbRAM, 2spCD-ROM.* **$70.00**

COMPLETE SPACE & ASTRONOMY CounterTop
Includes five titles: *Journey to the Planets*, over 800 images and illustrations, video etc of exploration of our solar system: *The Grand Cosmos*, a great screen saver; *History of the Universe*, with 50 animations and 70,000 words of text, questions and answers; *Apollo 13 Race Against Time*, a complete recreation of that disastrous voyage; and *Amazing Universe III*, 550 images taken by spacecraft and observatories. *IBM Requires: Windows, 8mbRAM, 2spCD-ROM.* **$85.00**

CONSPIRACY SO
You play Captain Maksim Rukov who has been mysteriously transferred to Department P of the KGB in Moscow. You must investigate KGB corruption. *IBM Requires: 386/33.* **IBM - $16.00**

FIFA '99 EA Sports
World soccer game, featuring the ability to play as or against 250 club teams from 12 leagues including USA, Spain, France, UK, etc; create a custom 2-24 team Cup or League and put your team to the test: more interactivity, less waiting, precision passing, dribbling, and shooting; new challenges, new graphics. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $75.00**

FLIGHT SIMULATOR '98 Microsoft
The world leader in flight simulation for the PC pushes technology and realism beyond the horrizon. With a global database of scenery and airports, pilot-tested flight models, detailed instrument panels, and a fleet of challenging aircraft including helicopters, planes and jets, this is as real as it gets. 3-D acceleration and MMX technology snap scenery into an electrifying new dimension. *IBM Requires: Win'95, 8mbRAM, 486/66, 2spCD. MMX optional.* **$60.00**
Scenery Pack for Flight Simulator Lets you fly over Southwest England. **$55.00**

Hoyle Battling Ships and War Sierra
Features two games, Battling Ships, which is basically the classic *Battleships* game where two players sit on either side of a shielded game board, calling out squares on their opponent's board, trying to find and sink his ships. Of course, this time the game is animated. And the second game is the classic card game War, also animated. *IBM Requires: Windows '95, 486/66, 2spCD.* **IBM - $50.00**

INTERNATIONAL CRICKET CAPTAIN empire
The first cricket management game for the PC. Captain the country championship team of your choice. Compete in all First Class and One Day competitions. Play ball-by-ball or over-by-over. Control every element of cricket strategy. Player stats are accurate as at the start of the 1998 season. *IBM Requires: Win'95, 486/66, 2spCD-ROM, 16mbRAM, hard disk, 1mbRAM.* **$75.00**

Interplay's Action Hall of Fame Various
Include Mechwarrior 2 Mercenaries, Crime Killer, Redneck Rampage, Carmageddon, Interstate '76 Gold Edition. *IBM: Pen 166, 16mbRAM, 4spCD-ROM.* **IBM - $70.00**

LucasArts Collectors Series Classic Adventures
Includes two classics, Day of the Tentacle, Sam & Max Hit the Road. *IBM Requires: 486/DX2, VGA, 2spCD-ROM, 4mbRAM.* **IBM - $27.00**

MADDEN NFL '99 EA Sports
This is all-Madden Football. Amazing 3D graphics, legendary gameplay, unrivaled depth. Play multiple seasons with free agency & drafts. Win or risk getting fired! Draft, trade, create, sign & release players. Play with or without 3D acceleration, compete against computer or via internet, LAN or modem. Enhanced computer AI, an arcade mode of play with fewer rules and bigger hits, super hi-res, 1,200 polygons per player. *IBM Requires: Pen 166MMX with 3D Accelerator card, or Pen 200MMX without, Windows '95, 16mbRAM. 2mbSVGA* **IBM - $55.00**

MANIC KARTS SO
Race around various cities around the world in a flimsy racing kart, at speeds of 120mph, with only a crash helmet for protection. With great graphics and sound. *Requires: 486/66, 8mbRAM.* **IBM - $16.00**

MEGAPAK 8 Various
Includes 10 complete games on 11 CD-ROMs. Master of Orion II, Simcity 2000, Screamer 2, Mechwarrior 2, Jack Nicklaus 4, Broken Sword, Jagged Alliance Deadly Games, iM1A2 Abrams, Atari 2600 Action Pack and Return to Zork. *IBM Requires: Pen, SVGA, 16mbRAM,4spCD-ROM.* **IBM - $99.00**

MEGAPAK 9 Various
Includes 8 complete games on 11 CD-ROMs. Civilization II, Pro Pinball Timeshock, Interstate '76, Destruction Derby 2, Discworld II, iF22, Jack Nicklaus 5, Admiral Sea Battles. *IBM Requires: Pentium 120, SVGA, 16mbRAM, 4spCD-ROM.* **IBM - $99.00**

MONKEY ISLAND MADNESS LucasArts
In the tradition of true Lucas Arts humor and classic graphics adventures, the Monkey Island series is brought together for the first time to create a truly unique collectors pack. This exciting pack contains The Secret of Monkey Island, Monkey Island II, and a demo of Monkey Island III. *IBM Requires: Win '95, Pentium 90, 16mbRAM, 4spCD-ROM, SVGA.* **$30.00**

MONOPOLY Hasbro
Watch the famous game come to life with superb 3D animations. With great soundtrack, over 800 high-res animations: watch as tokens skip, race and gallop around the board; play over the internet, pit your wits against the computer. There are up to 5 computer opponents, and you can customize their behaviour and playing style. Suitable for children and adults. Up to six humans can hot-seat on the one computer. *IBM Requires: 486/33+, 8mbRAM, Windows '95.* **Playstation - $95.00** **IBM - $50.00**

MONTY PYTHON'S The Meaning of Life T2
Based on the film, but really something completely similar yet entirely different. Experience the heart-warming miracle of birth, the joy of growing up, and the giddy thrill of getting old and dying. Unravel the mysteries of human existence. The game insults absolutely everyone in absolutely every way. It is guaranteed to offend. Totally weird and wacky. *IBM requires: Pentium 90, 16mbRAM, SVGA, 4spCD-ROM, Windows '95, hard disk.* **IBM - $50.00**

MOTORACER 2 EA Sports
The scorching motorcycle racing game is back and totally customizable. Feel the adrenaline rush of high speed racing with a superbike or high-flying motocross bike. With night racing and weather effects, race in the desert, the jungle or on icy mountain roads, design your own tracks and give them to your friends, 32 tracks included, 4 players via split screen. 8 players via network. *IBM Requires: Windows '95, Pen 166, 2mbSVGA, 4spCD-ROM, 32mbRAM.* **IBM - $50.00**

NASCAR REVOLUTION EA Sports
31 top Nascar drivers, 17 Nascar tracks, official points system and flags, real motion-captured pit crews, full car setups, season mode, learn at your own pace. Push your 3Dfx or Direct 3D accelerator to the limit. No more static sampled sounds – Staccato DSP technology models an actual engine, etc. *IBM Requires: Pen 200, Windows '95, 32mbRAM, 3D Accelerator, 8spCD-ROM.* **IBM - $50.00**

NBA LIVE '99 EA Sports
NBA Live comes to life. Fresh new moves including jab steps, fake passes, high-flying new dunks; real NBA stats, real NBA players, real NBA moves. Players evolve over time. Unreal 3D graphics with real-time lighting and hundreds of animations. Better AI with smarter, more realistic player reactions, facial animations and player chatter, etc. *IBM Requires: Pen 166, Windows '95, 32mbRAM, 4spCD-ROM, SVGA.* **IBM - $75.00**

NEED FOR SPEED III Hot Pursuit EA
Race on both sides of the law with Hot Pursuit mode. Use radar, dispatchers, and road blocks. Point-and-click hook up via LAN, modem or serial cable. Start with 15 of the world's most spirited supercars, including Ford GT Falcon, Jaguar XK8, Mercedes SL6000, Ferrarris and Lamborghinis, etc. With stunning special effects, great driver's seat detail, night racing, slickroads, two players on one machine. *IBM Requires: Pen 133 + 3D Accel, or Pen 166, 16mbRAM, spCD.* **IBM - $60.00**

NHL '99 EA
The most realistic hockey game ever made. With bigger bodychecks, harder shots, new shooting meter, improved AI gives smarter goalies and players, new beginner level, awesome 3D graphics and sound, updated 1998-99 NHL stats, rosters, multiple seasons, international play, head-to-head modem & LAN competition, etc. *Requires: Win'95, Pentium 166, 4spCD-ROM, 16mbRAM, hard disk.* **$50.00**

POLICE QUEST SWAT 2 Sierra
Keep the peace. Build the ultimate SWAT team or the deadliest terrorist organization. Choose from 100 SWAT officers or 100 terrorists. Undergo actual SWAT tactics and markmanship training, then strap on the Kevlar for real. Adversaries pursue their criminal agenda while reacting to your every move. With 15 SWAT and 15 terrorist missions, (even create your own), K-9 units, explosive experts, snipers, helicopters, armored vehicles, heaps of weapons, supports multiplayer. *IBM Requires: Pentium 133, 16mbRAM, 4spCD-ROM, SVGA, hard disk, Win'95.* **$70.00**
Prima's Official Strategy Guide to Police Quest SWAT 2 **$30.00**

POWER CHESS '98 Sierra
Meet your perfect opponent - the Power Chess King always plays just a bit better than you - just enough to make you stretch. He remembers what you play against him and as you improve, so does he. He is also the most human opponent you'll find in a box. When he gets ahead, he goes for the kill. When he's losing, he practically squirms. He takes chances on offense and defense. The Queen of Chess also gives you running commentary on how to play or improve. Contains dozens of built-in opponents. *IBM Requires: Pentium, 2spCD-ROM, SVGA, Win'95, hard disk, 12mbRAM.* **$50.00**

PRO BOARDER XGames
Professional snow-boarding. Wow. Features the world's best riders, nine intense levels including Halfpipe and Big Air. Over 2,112 trick combos, full freedom 3D lets you ride the whole mountain, great soundtrack. *IBM Requires: Pen 166, Windows '95, 32mbRAM, 8spCD-ROM, 2mbSVGA.* **IBM - $50.00**

RAILROAD TYCOON Deluxe Microprose
Another reprinted classic. The game of railroad building in the 1800s, by Sid Meier. Build your own railroad in six world regions, four parts of America, Europe and Africa. Control 32 types of trains, each with its own speed and characteristics. *IBM Requires: 486+, CD-ROM, 4megRAM.* **$22.00**

RAILROAD TYCOON II Microprose
Completely re-done with stunning 3D graphics. From the year 1804 to 2000. This is a real railroad game, not just a strategy game that happens to involve railroads. Everything is authentic, from the period video and pictures interlaced within the game to the design and interface. AI opponents are based on real people, and all the maps are real, based on satellite photos. The 18 scenario campaign lets you re-create history's greatest railroading feats and failures. Sandbox mode for noncompetitive play. Sophisticated stock market with margin buying, short selling and hostile takeovers. Integrated map editor lets you build your own worlds. 34 different cargos and 59 engines from around the world. *IBM Requires: 1024x768 16bit SVGA, Pen 133, 16mbRAM, 4spCD-ROM.* **IBM - $95.00**

RIDING STAR Metro
Owning a virtual horse.Together, you and your horse Star can become world champions in this action packed horse adventure. Muck out Star's stable, gather your equipment from the tack room. Groom him until he shines in the sunlight. Carefully guide Star through the Dressage. Drive him through the cross country. Guide Star around the show jumping course. *IBM Requires: Pen 100, 16mbRAM, Windows '95, 2mbSVGA, 2spCD-ROM.* **IBM - $60.00**

ROLLCAGE Psygnosis
A car racing game with many differences. 360°, no rules, non-stop racing. With indestructable vehicles, jaw-dropping speed, awesome array of hidden features, drive anywhere you dare, including on tunnel ceillings, walls or through buildings. Split-screen battle tracks for up to four players on one machine. Connect up to 6 players over the network. *IBM: Pen 166, 16mbRAM, 4mb3DGraphics card, 4spCD.* **IBM - $90**

Roller Coaster Tycoon Microprose
Build the biggest, best, scariest and most thrilling rides ever seen in any theme park. You can design and construct your own roller coaster rides or choose from pre-built designs; raise prices, increase research, monitor your customers' moods. Invest in foot and drink stalls, hire entertainers, carry out over 20 mission-based scenarios. *IBM Requires: Pen 90, Windows '95, 16mbRAM, 4spCD-ROM, 1mbSVGA.* **IBM - $85.00**

Tom Clancy's ruthless.com RedStorm
This is a simultaneous turn-based strategy game that lets you build a corporation atop the bodies of your competition. Use thugs, hackers or the occasional lawyer to get what you want, the way you want it. You don't need ethics, just greed, ego and a few wicked instincts. Incredible multiplayer component. With campaign, scenario or multiplayer play. Dementedly dark artwork of over 100 characters. *IBM Requires: Windows '95, Pen 120, 16mbRAM, 4spCD-ROM.* **IBM - $40.00**

SENSIBLE GOLF Sensible
Classic reprint. A game with gorgeous scrolling courses that follow the flight of the ball. Play some of the most deviously designed holes ever. With 25 original courses, 4 skill levels, great sound. *IBM Requires: 486/33, 8bmRAM.* **$16.00**

SIERRA'S QUEST Series Volume One Sierra
Contains four classic games from Sierra, *Kings QuestVII, Police Quest: SWAT, Space Quest 6 Roger Wilco, Quest for Glory: Shadows of Darkness.486/66.* **IBM - $80.00**

SIMCITY 2000 CD Collection MAX
This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus Cities and Scenarios. Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CD-ROM. **IBM - $50.00**

SIMCITY 3000 Australian Limited Edition MAX
You're in charge of creating an entire city from the ground-up, and the sky is the limit. But your power does not stop at construction. You'll manage everything from budgets to bulldozers, taxes to tornades. Trade resources with neighbouring cities or swindle them mercilessly. Import your favorite Simcity 2000 cities. You can completely design your own buildings. New close-up zoom levels put your sims under the microscope. Real landmarks let you add a piece of Australia or a measure of Sydney, such as the Sydney Opera House. *IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, 2mbSVGA.* **IBM - $90.00**
Simcity 3000 Prima's Official Strategy Guide **$30.00**

SOUTH PARK Official PC Game Acclaim
A giant comet is heading towards South Park and it's up to you to save the. This is a first person adventure, a little like *Quake*, except with South Park style graphics. With a cow-launcher, authentic voices, play as any South Park character, big evil clones, etc. *IBM Requires: Pen II 266, 32mbRAM, 4spCD-ROM, Wind.* **$90.00**
South Park Official Strategy Guide **$30.00**

SOUTH PARK Screen Saver Telstar
Features South Park animated screen savers, a daily rotating calendar, cool facts about the characters, wallpapers, sound files, icons, etc. *Pen 90.* **IBM - $45.00**

STAR WARS MONOPOLY Hasbro
The classic Monopoly game but set in the Star Wars universe. You can play any of the major characters, who move about the board in full motion, all new dialogue, over 150 film clips, great new 3D board and graphics, and up to six human players can play. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4spCD-ROM.* **$80.00**

THE BEST OF MICROPROSE STRATEGY Micro
Contains Civilization II, Apocalypse X-COM, and Magic the Gathering. *IBM Requires: Win'95, 16mbRAM, 4spCD-ROM, SVGA, 486/100.* **IBM - $75.00**

TILT SO
The finest pinball simulation ever, now back as a classic edition. With six original tables, correct ball physics, special bonus side games, animated lock sequences. *IBM Requires: 486/25, 8mbRAM.* **IBM - $16.00**

TRANSPORT TYCOON MicroProse
Construct complex road-rail-air-sea networks to shift cargo, goods and passengers through the most lucrative routes on massive SVGA 3D isometric world maps. Build stations, docks and airports and make money by connecting areas requiring transport services. Also the world editor that lets you build new worlds from scratch, including an alternative Martian landscape! *IBM Requires 386+, SVGA, 2spCD-ROM, 4mbRAM, hard disk.* **$20.00**

THE CD-ROM GAME OF LIFE Hasbro
The classic family board game comes to the PC! The aim of the game is of course, to make more money than you ever dreamed possible. To achieve this you must travel the road of life making crucial decisions to outwit and out-wealth your competitors. Choose college or career, get married, start a family, buy a house, etc. With hundreds of dynamic animations. *IBM Requires: Windows '95, Pen 90, 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $50.00**

THE CURSE OF MONKEY ISLAND Lucas
Third in the legendary Monkey Island series of graphic adventures. With film quality animation, voice, sound and music - the undead come to life before your very eyes. Incredible high-res 640x480 graphics, 30 plus hours of gameplay. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4spCD-ROM, SVGA.* **$80.00**

THE LUCAS ARTS ARCHIVES Vol I LUC
Four complete games and a screen saver. *Indiana Jones and the Fate of Atlantis*, where India needs to stop the Nazis getting their hands on the thing that sank Atlantis. *Sam & Max Hit the Road*, twisted comic humor, *Star Wars Rebel Assault*, described in the SF section, *Day of the Tentacle*, a brilliant comic spoof, and a Star Wars screen saver. *IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA.* **IBM - $60.00**

THE LUCAS ARTS ARCHIVES Vol III LUC
Six complete games: *Star Wars Dark Forces I, Monkey Island Madness I* and *II, The Dig, Full Throttle, Afterlife,* and a CD of demos. *IBM Requires: 486/66, CD-ROM, 8mbRAM, SVGA.* **IBM - $80.00**

TIGER WOODS '99 PGA TOUR GOLF EA Sports
Golf, Tiger Woods style. Be him or beat him. 18 holes in under 30 minutes - unparalleled real-time 3D acceleration keeps you playing, not waiting. Features eye-popping 3D golf, full-screen full-motion 3D ball cam and rich 3D graphics. Create a custom player profile that reflects your real abilities and play a round on a world class course. An analog swing based on rhythm and timing. Tiger gives you exclusive tips to improve your game in the game and for real. *IBM Requires: Win'95, Pentium 133, 32mbRAM, hard disk, 4spCD-ROM, SVGA/* **IBM - $40.00**

TWISTED METAL SISA
Insane 3D car combat. The most twisted driving and shooting game ever created just packed its bags and hit the road – Paris, New York, Hong Kong, Antartica, the ruins of LA, and beyond. With 8 huge levels in all, hidden areas, world landmarks to destroy, lethal weapons and killer combo-attacks. Launch rolling time bombs, freeze attacks, napalm bursts, 12 deviant, weird and wacky cars. Optimized for Microsoft's Direct 3D and MMX Processors. *IBM Requires: Windows '95, 16mbRAM, Pen 90, 2spCD, SVGA, 3Dfx Card.* **IBM - $50.00**

ULTIMATE SIM PACK Maxis
Contains Sim City 2000, Sim Earth and Sim Farm. Wow. *IBM Requires: 486, SVGA, 8bmRAM, 2spCD-ROM.* **IBM - $75.00**

VR BASEBALL 2000 GM
Next generation baseball. Player models created from over 100,000 polygons. The AI is the closest you'll get to real baseball. All 30MLB teams and stadiums. 750 MLBPA players including full schedules and rosters. Track over 7,500 statistics for a season. Download new stats. Simulates seasons. *IBM Requires: Pen 200 with 3D accelerator, Windows '95, 32mbRAM, 4spCD-ROM, SVGA.* **IBM - $80.00**

WCW NITRO EA Sports
World Championship Wrestling. Take on the superstars of WCW and the NWO. Fight in arenas from WCW's biggest events, plus tons of hidden arenas, "run-in" characters, and brawling out of the ring. Over 60 WCW and NWO professional wrestlers. *IBM Requires: Windows '95, Pen 166, 16mbRAM, SVGA.* **IBM - $75.00**

WORMS Microprose
Contains the original Worms. Up to 16 can play on the one computer. *IBM Requires: 386/33, 2spCD, 4mbRAM.* **IBM - $22.50**

THE FULL WORMAGE - Collection Microprose
Includes *Worms and Reinforcements, Worms 2,* and *Worms Pinball.* **IBM - $75.00**

WORMS Armageddon Microprose
The best Worms game ever. Deploy over 60 different weapons and tools, play with 18 new comedy sound sets, new utility crates, get on the re-designed 'Wormnet' for internet play, the single player game has a 30-stage mission game, plus a single player deathmatch mode. *IBM Requires: Windows '95, Pen 100, 32mbRAM, 2spCD-ROM, 2mbSVGA, 16-bit soundcard.* **IBM - $80.00**

Faulty Programs

If you have received a faulty disk or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company who distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it to the Australian distributor on you behalf. When they send us the replacement, we'll get it straight back to you.

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Magazine Subscriptions

CITADEL JOURNAL

Another quality production by Games Workshop, a half A4 sized magazine with heaps of articles on all of their games, including House Rules, scenarios, news, reviews, special characters, etc.

$15.00 for 1 issues ☐
$43.00 for 3 issues ☐
$80.00 for 6 issues ☐

COMMAND MAGAZINE

A top quality wargames magazine that contains a complete game in each issue as well as a full commentary of the topic of the game, plus numerous other articles regarding military history, from ancient to modern day. *Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine.* "Normal" issues normally contain one full color mapsheet and around 240 counters. The *"bumper"* issues have up to 2 maps and up to 1,000 counters.

$50.00 for 2 issues ☐
$135.00 for 6 issues ☐
$240.00 for 12 issues ☐

CRITICAL HIT MAGAZINE

Critical Hit is a company in the USA that produces a superb ASL magazine called *Critical Hit,* released twice a year. This magazine contains ASL scenarios plus heaps of articles covering all aspects of ASL.

$50.00 for 2 issues ☐
$90.00 for 4 issues ☐

DORK TOWER MAGAZINE/COMIC STRIP

Wecome to Dork Tower. Follow Matt, Igor, Ken and Carson the Muskrat as these geeks play roleplaying games together, and then try to fit into the real world. We have issues 1 and 2 in stock now. $5.00 each.

$30.00 for 6 issues ☐
$54.00 for 12 issues ☐

DRAGON MAGAZINE

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures for Forgotten Realms, Dark Sun, Dragonlance, Planescape, etc. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews on products from other companies too, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

$27.00 for 3 issue ☐
$51.00 for 6 issues ☐
$97.00 for 12 issues ☐

DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at lease four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventurs are campaign-specific, set in either the Dark Sun, Forgotten Realms, Ravenloft, or other such realms. Publication regularity is excellent.

$27.00 for 3 issues ☐
$48.00 for 6 issues ☐
$86.00 for 12 issues ☐

FUTURE WARS

At last we've found another magazine *totally* devoted to BattleTech. Future Wars is a 56 page magazine containing up to 28 mech designs for the Innersphere and Clans, each design with a record sheet and background notes. It also has strategies and tactics, and other articles. The magazine is already up to issue 38 so it is not following the pathetic track record of *BattleTechnology,* which released about one issue a year towards the end.

$43.00 for 6 issues ☐
$77.00 for 12 issues ☐

INFERNO MAGAZINE

At long last, Games Workshop are releasing a new magazine that contains only fiction, covering their various universes. There are stories and comic strips, 3D city scapes, campaign maps, all from their Warhammer Fantasy, Warhammer 40,000, Necromunda, etc, worlds. We have in stock issues 2, 3, 5.

$10.00 for 1 issues ☐
$57.00 for 6 issues ☐
$108.00 for 12 issues ☐

INQUISITOR MAGAZINE

Inquisitor Magazine is made by Armorcast in the USA, and is a dedicted to Warhammer 40,000. It includes scenarios, articles, one issue had two complete Squat Army lists, (issue # 15 - still available), and also has data sheets for all manners or 40K titans and vehicles, including modified tanks!

$22.00 for 3 issues ☐
$40.00 for 6 issues ☐

KNIGHTS OF THE DINNER TABLE

The comic strip of a GM and his four players. You can also pre-order later issues, or make a subscription to the magazine, if you like.

$39.00 for 6 issues ☐
$70.00 for 6 issues ☐

SCRYE: Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

$24.00 for 3 issues ☐
$43.00 for 6 issues ☐
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STRATEGY & TACTICS

A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as a indepth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategical simulations including several empires.

$33.00 for 1 issue ☐
$94.00 for 3 issues ☐
$178.00 for 6 issues ☐
$316.00 for 12 issues ☐

THE DUELIST

By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

$27.00 for 3 issues ☐
$51.00 for 6 issues ☐
$97.00 for 12 issues ☐

UNSPEAKABLE OATH MAGAZINE

By Pagan Publishing, this is a dedicated Call of Cthulhu magazine. They normally release bumper double issues these days.

$19.00 for 1 issues ☐
$54.00 for 3 issues ☐
$100.00 for 6 issues ☐

WARHAMMER MONTHY

Games Workshop are now producing a comic that features stories from Warhammer 40,000, Epic Warhammer 40,000, Warhammer Fantasy, etc. Issue # 4, for example, starts a new strip about a Sister of Battle, continues the story of a Titan battling a world of orks, continues the story of a ship of Brothermarines, who stumble across a ship graveyard in space.

$5.00 for 1 issues ☐
$27.00 for 6 issues ☐
$50.00 for 12 issues ☐

WHITE DWARF

White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quanlity glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

$8.00 for 1 issue ☐
$24.00 for 3 issues ☐
$40.00 for 6 issues ☐
$80.00 for 12 issues ☐

New Product Subscriptions

NEW AD&D ITEMS

Military Simulations is now offering AD&D *new products* on subscriptions, which we will send to you as soon as they are released. If you wish to subscribe to new products, you must have a credit card. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free. (This offer does not include novels. See below for Novel Subscriptions).

Below are charged to your credit card

AD&D Core Rules - 6 items ☐ 10% disc
AD&D Core Rules - 12 items ☐ 10% disc
Planescape - 3 items ☐ 10% disc
Planescape - 6 items ☐ 10% disc
Forgotten Realms - 6 items ☐ 10% disc
Forgotten Realms - 12 items ☐ 10% disc
Ravenloft - 3 items ☐ 10% disc
Ravenloft - 6 items ☐ 10% disc

NEW AD&D NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* AD&D novel from the category you choose. We will only send you softcover novels, not hardbacks.

$54.00 for 6 Forgotten Realms novels ☐
$91.00 for 12 Forgotten Realms novels ☐
$28.00 for 3 Dragonlance novels ☐
$54.00 for 6 Dragonlance novels ☐

ALTERNITY NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* Alternity novel that TSR releases. They normally release around 3 - 6 new novels a year. I read the first Alternity novel, with over 370 pages, in three days. It was a great read. I recommend it.

$30.00 for 3 novels ☐
$54.00 for 6 novels ☐

NEW ALTERNITY

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Alternity products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW BATTLETECH ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* BattleTech & Mechwarrior products *(not novels)* as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
Credit Card for 12 items ☐ 10% disc

BATTLETECH NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* BattleTech novel that FASA releases. They normally release around 4 - 6 new novels a year.

$30.00 for 3 novels ☐
$54.00 for 6 novels ☐

NEW HEAVY GEAR ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Heavy Gear products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW LEGEND OF THE FIVE RINGS RPG ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Legend of the Five Rings RPG products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW RIFTS ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* RIFTS products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW VAMPIRE ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Vampire role playing products (not novels or Dark Ages) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
Credit Card for 12 items ☐ 10% disc

NEW WRAITH ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Wraith items (not novels) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

Note

When ordering a subscription to new items, such as *New BattleTech Items*, for example, we will charge your credit card for each item *when we send that item to you.* Your credit card will not be charged in advance.

CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

Trading Card Games

PRE **BABYLON 5 Trading Card Game**

By Precedence, based on the very popular syndicated TV series. In essence, B5 is a multi-level game involving politics, intrigue, and ship to ship combat. The unique gameplay faithfully recreates the series, emphasis is on politics, not on combat. We are a little over stocked on a few titles in the excellent Babylon 5 CCG. Those titles are listed below.

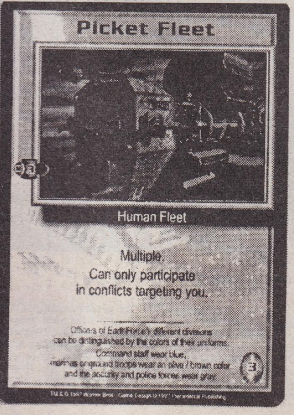
Special Offer: if you order a total of 6 or more displays, consisting of any mix of the below two types of display, (and you pay only $290 for the 6) we will give you a extremely rare and valuable, signed Babylon 5 card. The cards available have been signed by the actors of the following characters: Lyta, Ivanova, Mollari, Morden, Na'Toth. You may request one type of card, but we will supply another at random if we have run out of that card.

Babylon 5 Ltd Ed Booster Pack 8 cards	Crazy $2.50	Was $3.75
Babylon 5 Ltd Ed Bstr Display 24 packs	Crazy $50	Was $81

The Limited Edition Babylon 5 CCG set consists of over 440 cards, and except for the fixed cards found in the Starter Decks, the rest of the cards can be found in these Booster Packs.

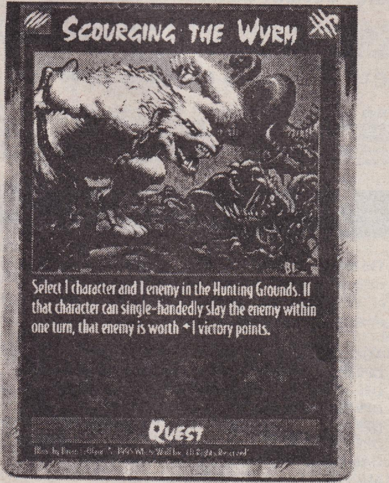
The Great War Starter Deck 60 cards, rules	Crazy $11.00	Was $18
The Great War Starter Display 6 decks	Crazy $60	Was $95

The Great War is a whole new expansion with 350 new cards. Has 2 new starter decks, being *Non-aligned Deck* and *Opposing Factions Deck*, and new agendas for Vorlons and Shadows, etc. The rulebook is fully revised and the Starter Decks have Mark counters. The *Non-Aligned Deck* caters to playing any of the Non-aligned Worlds during the great war. You control all the Non-aligned Worlds as though they were one empire. The *Opposing Factions Deck* Provides all the cards necessary to retrofit any of the original 4 starter decks so that they can be played from the perspective of a homeworld based faction who are opposed to the aims of the ambassadors on B5.


Picket Fleet
Human Fleet
Multiple.
Can only participate in conflicts targeting you.
Officers of EarthForce's different divisions can be distinguished by the colors of their uniforms.
Command staff wear blue,
and the security and police forces wear gray.
3

WW **RAGE Trading Card Games**

By White Wolf. Take control of a pack of werewolves, commanding them in battle against your opponent's pack and creatures of the Wyrm. Use special cards to arm your werewolves with mystical equipment and weapons or to unleash spiritual magic upon opponents. Outwit your opponents using social actions to strip them of their powers and award your pack more Renown for victory. There are over 300 cards in the Unlim Ed. If you order one of each display, but 2 of Legacy, pay only $105.00


Scourging the Wyrm
Select 1 character and 1 enemy in the Hunting Grounds. If that character can single-handedly slay the enemy within one turn, that enemy is worth +1 victory points.
Quest

Rage Starter Deck 60 cards, rules	Crazy $2.50	Was $16
Rage Starter Display 10 decks.	Crazy $20.00	Was $160

Unlimited Version Starter Decks. Every starter deck is different.

Rage Booster Pack 12 cards.	Crazy $1.00	Was $4
Rage Booster Display 24 packs.	Crazy $20.00	Was $96

Unlimited Version Booster Packs. There is one special Past Lives chase card in every 276 cards.

The Umbra Booster Pack 12 cards.	Crazy $1.00	Was $4
The Umbra Booster Display 24 packs.	Crazy $20.00	Was $96

Limited Edition Expansion, which explores the mystical spirit realm known as The Umbra. An all-knew territory to explore with new and powerful enemies.

The Wyrm Booster Pack 15 cards.	Crazy $1.00	Was $5
The Wyrm Booster Display 24 packs.	Crazy $20	Was $120

Limited Edition Expansion, which allows you to play packs of Wyrm creatures. Now you can battle against those pathetic packs of Garou who struggle to save a planet you've already conquered.

Legacy of the Tribes Pack 12 cards.	Crazy $1.00	Was $5
Legacy of the Tribes Display 24 packs.	Crazy $20	Was $96

Limited Edition Expansion. The time of the Apocalypse draws closer, and preparing for the worst, members of the tribes call forth their greatest heroes, most powerful fetishes, strongest allies, greatest resources.

TSR **AD&D Dragon Dice Trading Dice Game**

We have been able to track down more stocks of the hard-to-come-by game by TSR. First there were trading card games, but then TSR released this trading *dice* game! This boxed starter set includes 24 dice of varying degrees and rarity, size, and number of faces. Each player makes an army of creatures from his dice, and then roll these dice to combat those of his opponent, in order to take control of the battlefield. There are over 300 dice in the set.

Dragon Dice Starter Deck 24 dice, rules	Crazy $10	Was $20
Dragon Dice Starter Display 12 packs	Crazy $109	Was $240
Dragon Dice Supplement Pack 4 packs	Crazy $10	Was $52

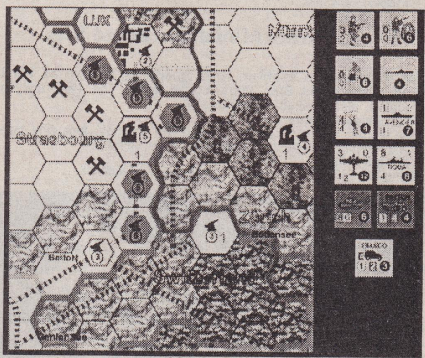
If you order this Supplement Pack we will provide you with 4 randomly selected expansion packs from various Dragon Dice Expansions, being Dragon Dice Kickers # 1, Fire Walkers, Undead, Magestorm and Swamp Stalkers. Limited stocks.

Wargames

UGG **MORSE CODE**

Crazy Special $80.00	Originally $140.00

In the general feel of *A World in Flames*, this is a German produced game (written in fluent English, of course!) that features simple rules that allow a great amount of strategical and tactical options. This game recreates war on the Western front from 1940 – 45, including North Africa, Italy, France, England, Germany, etc. Features detailed land, air and naval warfare; rules for tank battles, blitzkrieg rules, convoy battles, realistic naval system, unique production rules allowing you to follow your own strategies, research your own weapon technologies, a scenario book, 1680 full color counters, heaps of player aid charts, etc. Thoroughly recommended. Map and counters pictured below:



Morse Code

GMT **SARATOGA**

Crazy Special $30.00	Normally $55.00

1777 and the British under General Burgoyne march south from Canada to assault the Americans under Arnold. As the British, do you assault the American prepared positions or try to go around their flank? As the Americans, do you sit in your defenses and wait, or sortie out to meet the British in the woods where their artillery cannot help. Features 5 minute set-up, army morale track, rifle armed units, leaders, basic, advanced, and optional rules. 88 counters, beautiful 22x34" map.

AH **STOCK MARKET GURU**

Crazy Special $46.00	Originally $70.00

Buy and sell stocks and bonds. Decide when it's time to buy, sell, or hold onto what you have. Determine whether it's best to buy stocks, bonds, or that mutual fund. Pay broker's commissions. Watch how business cycles and interest rates affect your investments. Find out if you prefer high risk, high-paying investments or, if you are more conservative, learn the consequences of your decisions.

FAS **BATTLETECH 3060 SPECIAL**

Crazy Special $44.00	Originally $74.00

For this special we will provide you with the 3060 Technical Readout, plus the Record Sheet book for it. Also individually as follows:

Technical Readout 3060	Crazy $24.00	Normally $37.00

Armed with new Mechs and weapons, the Innersphere takes the fight to the Clans by striking at the Clan homeworlds. But the Clans alsohave new Mechs, new vehicles, and other surprises, including their new Ocelots!

3060 Record Sheets	Crazy $24.00	Normally $37.00

Pre-generated record sheets for all the mechs, tanks, and other new units found in Tech Readout 3060. Also new mech variants.

FAS **CRIMSON SKIES**

Crazy Special $46.00	Originally $65.00

A simple, fast playing air-combat board game for two or more players, by FASA. This game is set in 1937, in an alternate twentieth century where the United States has factionalized into numerous small countries. Mammoth zeppelins haul cargo and passengers the length and breadth of the continent, preyed on by pirates and protected by privateers. Players pilot their own fighters, gunships or bombers in the service of national militias. Players may design planes to suit their fighting style. With 24 3D cardboard playing pieces, 3 x 22x34" stunning maps, four booklets, dice.

Role Playing Games

BRI **Chivalry & Sorcery Special**

Crazy Special $89.00	Normally $143.00

One of the all-time classic medieval role playing games, now in its 3rd Edition. By Highlander Designs. We've finally managed to get onto the manufacturer, and thought we'd offer the rules plus a selection of important supplements. Individually as follows:

Chivalry & Sorcery RPG	Crazy $25.00	Normally $37.00

The game is set in late thirteenth century Europe, but includes a huge magical/fantasy element. 200 pages. This new 3rd Edition has a character creation system for both point based and randomly generated characters. Optional rules allow for special abilities, flaws, determining your character's Astrological sign and much more. There are 16 character vocations, a new Skillscape system which allows any character to develop any skill; there are over 250 skills; a new Crit Die system, which allows for quick and realistic results. You need three 10-sided dice. There are seven mage vocations, heaps of spells, rules for creating magical devices, over 175 magical materials, and rules governing the creation of a Mage's focus.

C&S GM's Handbook	Crazy $22.00	Normally $33.00

All the info the GM needs, including awarding experience, designing your own adventures, creating monsters and creatures, how to run a feudal setting, and a complete fantasy setting, including map.

Creature's Bestiary	Crazy $30.00	Normally $44.00

Hundreds of creatures, animals and monsters, demons, dragons, giants, faeries, trolls, undead, etc. Pictures for each, and heaps of variants on most creatures; new rules for monsters and flying creatures.

Dragon Reaches of Marak.	Crazy $18.00	Normally $27.00

Sourcebook that presents a complete fantasy world, including an overall history, wide range of different settings, races, religion, magic, languages, currency, gazetteer, timeline, social background tables, new creatures and technology levels.

Magical Devices	Crazy $1.50	Normally $2.00

A little booklet of eleven Devices of Power that GMs can place in their campaign world, plus expanded rules for creating devices.

TSR **Alternity Special**

Crazy Special $140.00	Normally $234.00

TSR's latest excursion into sci-fi has been a pleasant surprise to all, with a game and system of the same high standard as their AD&D line. We offer the five core books, as follows:

Alternity Players Handbook	Crazy $36.00	Normally $54.00

By TSR, this full color book, written especially for players, features a fast-play introduction that allows you to start playing quickly, guidelines for creating science fiction heroes, and rules for combat, challenges, encounters, aliens, mutations, psionics, and future equipment. Tons of full color & B&W art. Looks good - TSR finally made a worthy entrance into the Sci-Fi genre. 254 pages.

Alternity Gamemaster Guide	Crazy $36.00	Normally $54.00

This full color volume with 256 pages and hardback cover has everything needed to moderate the *Alternity* game, including rules for creating characters, adventures and campaigns for any sci-fi setting; a Fast Play chapter that teaches the basics of moderating the game and provides a starting adventure; starships construction rules and a tactical space combat system; star system design rules, thirty aliens and creatures; how to designs aliens & alien artifacts, etc.

Stardrive Campaign Setting	Crazy $36.00	Normally $55.00

The first campaign setting for *Alternity*. This hard cover book features stunning cover art and 256 full color pages, packed with illustrations, star maps, maps of cities, deck plans, etc. It is the dawn of the 26th Century, a time where humankind, after centuries of warfare, stands on the threshold of greatness or the brink of destruction. One entire colony in the Verge was destroyed in a matter of hours, with no survivors. Who or what was responsible? The event is called The Silence. Includes history, all aspects of 2501AD human society, from medicine, religion, cybertechnology to the Grid and robotics; 13 stellar nations; the Verge, etc.

Alien Compendium # 1: Verge	Crazy $26.00	Normally $40.00

Inside this 128 page full color volume are more than 60 detailed descriptions of aliens that live in and around the planets of the verge. Creatures range from cystaline lifeforms to sea creatures.

Alternity Arms & Equipment Gd	Crazy $21.00	Normally $31.00

From protective gear to weapons of mass destruction, from merchant equipment to VergeTech to MegaCorps and Personal Security. More than 100 items are detailed, with descriptions, game stats, & illustrations.

Alternity
Star Drive
Campaign Setting
by David Eckelberry and Richard Baker

TSR **Various AD&D Out of Print Items**

Crazy Special $63.00	Normally $125.00

The following AD&D items have been discontinued by TSR, but we were able to grab a few before the remainder were destroyed. Also available individually as follows:

Planes of Chaos	Crazy $30.00	Normally $54.00

A boxed campaign expansion of the chaos planes, including Arborea, home of the Greek gods, the home of the Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc.

DLC1 Dragonlance Classics	Crazy $14.00	Normally $25.50

Contains the first four Dragonlance adventures, Dragons of Despair, Dragons of Flame, Dragons of Hope and Dragons of Desolation. Defy an evil that threatens an entire continent, explore a lost city, fight a mighty black dragon.

Volos Guide to Cormyr Crazy $11.00 Normally $20.00
The Kingdom of King Azoun IV and his confidant Vangerdahast, leader of the mighty War Wizards. The info is highly detailed and useful by players & DMs.

Giantcraft Crazy $14.00 Normally $25.50
Focuses on the giants of the Realms and ties in closely with the Twilight Giants novels. Everything you wanted to know about the giants. 128 pages.

TSR Various AD&D Overstock Items

Crazy Special $52.00 **Normally $93.50**

We have overstocks on the following AD&D items, so have reduced their prices to clear out the overstocks. Also available individually as follows:

Calimport (Forgotten Realms) Crazy $21.00 Normally $31.00
Leads off a series of adventures with tightly focused settings. It is named for the largest and meanest city in Faerun, a city of peril-riddled alleys, palaces and a sinister underground. Expands and supports the plots in the Empires of the Shining Sea set as well as heaps of new info.

Palanthas (Dragonlance) Crazy $15.00 Normally $22.00
A detailed look at Ansalon's best known city. Explore the Great Library, the underground thieves' network, the cursed site of the Tower of High Sorcery. Learn the never before learned history. With maps.

Reunion (AD&D Adventure) Crazy $7.00 Normally $17.00
An RPGA network adventure for Al Qadim. A villain's greed causes the destruction and dispersion of an entire tribe of desert nomads. There are three adventures, one you play the men, another the women, the last the children.

For Duty & Deity Crazy $15.00 Normally $23.50
The goddess Waukeen made a deal with a fiend, and the deal went sour. Now the goddess is a prisoner. You and your comrades must rescue her, travelling the Infinite Starcase to find her in the Abyss.

SJG GURPS Traveller Special

Crazy Special $95.00 **Normally $157.00**

GURPS Traveller has been a huge success, presenting the original Traveller storyline, so no Rebellion and no Virus. We offer here the first few books. You must have GURPS RPG to use these books. Also individually:

GURPS Traveller Crazy $28.00 Normally $42.00
Returns us to the Traveller storyline that everyone loved – this is the official alternate universe for Traveller in which the Rebellion never occurred, the Virus was never released and the Emperor Strephon rules an intact Third Imperium. All presented with GURPS rules, which also cover modular starship construction, a space combat system for ships, etc.

Traveller: Behind the Claw Crazy $26.00 Normally $39.00
The Spinward Marches sourcebook. Over 400 star systems are described in detail, essays on the Imperial Nobility, a detailed history, GM info, current events, etc.

Traveller: Alien Races I Crazy $26.00 Normally $39.00
Two major races, the human descended Zhodani with psi powers and the Vargr, a race of canines. And three minor races, the tyrannosaurian Drakarans, the arachnoid Clotho and the enigmatic Sheol. With starship deck plans, vehicle designs, weapons, PCs and NPCs, history, culture, etc.

Traveller: Star Mercs Crazy $24.00 Normally $37.00
Now you can run a military campaign! Experience combat and a soldier's life in the 57th century, recruite, equip and organise a mercenary unit; a comprehensive list of weapons and other equipment, and deck plans for the 800-ton *Broadsword* cruiser.

WHT Mage: The Sorcerer's Crusade

Crazy Special $85.00 **Normally $138.00**

Here we offer White Wolf World of Darkness roleplaying game set in the Renaissance, Mage: The Sorcerer's Crusade, plus a number of supplements. Individually, as follows:

Mage: Sorcerers Crusade Crazy $32.00 Normally $46.00
Blades clash and spells blaze forth as the Council of Nine Mystick Traditions comes together to preserve the ways of Magick. Against them, a united Order of scholars, visionaries and monster-slayers struggles to illumine the world with Reason. Magick has gone mad, and a terrible Scourge punishes those who pursue its Mysteries. Hardcover book which can be played as a complete rolplaying game by itself. The forces of magick, faith and reason clash in this epic game of Renaissance intrigue. As the cannons of the Technocrats blast mystick covenants, the battle is joined in unknown lands and shadowed corridors. Is the future set? Can magick be saved? Travel from the New World to the Far East to distant cosmic worlds in this prequel to Mage. Contains dozens of magickal societies, mythic beasts, setting systems and lost secrets.

Crusade Law Crazy $19.00 Normally $28.00
The essential storyteller's screen, plus a 72 page book with even more important rules and information that could not be crammed into the rulebook.

Bygone Bestiary Crazy $21.00 Normally $30.00
Here be dragons! And unicorns and gryphons and other, darker things. Descriptions, folklore, roleplaying hints and systems for dozens of magical and mundane creatures. Can also be used with Mage: The Ascension, Changeling and Vampire: Dark Ages.

Castles & Covenants Crazy $21.00 Normally $34.00
In the Dark Fantastic age, a sorcerer's home is his castle. This is guide to strongholds, the magi who reside there, and the ins-and-outs of castle life in this time period. Also allows you to design a fortress-home for your character.

HUB Maelstrom Special

Crazy Special $36.00 **Normally $76.00**

For this special we will send you the Maelstrom RPG plus its first supplement, as follows:

Maelstrom RPG Crazy $25.00 Normally $46.00
Before the Great Equinox there was an Empire. In the Empire all things were good. The world didn't shift around, and the shrikes were far away. There were great machines and ships that flew in the sky. The storm was tamed and the Empire brought th whole world together with obelisks and roads. But all of that is gone now. The storms tore it all apart. The setting of this game is a rich world of shifting realities, all tied together by the same storm. Home to alien cultures, Leonardan magic, gunpowder and pseudo-science, it caters to many different styles of play. From piracy on the high seas of the Outer Crescent to illegal duels at the Queen's Amphitheater, the setting touches on magic, science and the world of dreams. Game focuses on storytelling.

Tales from the Empire Crazy $16.00 Normally $30.00
A guide to the city of Diodet, a city gone mad! Ruled by a quen who's been missing for 500 years, and run by a caphir that no one has ever seen. Diodet is lost in an insular world of parlor games and denial. A city of politics, adventure, romance and intrigue. All in the shadow of a ruined empire.

Novels

WHT Vampire Trilogy of the Blood Curse

Crazy Special $20.00 **Normally $33.00**

We present this trilogy of Vampire: the Masquerade novels on special. Also individually, as follows:

The Devil's Advocate Crazy $7.50 Normally $11.00
Savage madness seizes vampires worldwide. Relentless hunger gnaws, no matter how many drained, withered mortals litter the street...

The Winnowing Crazy $7.50 Normally $11.00
As countless vampires perish in torment, the survivors jockey ruthlessly for any advantage. Disturbing visions haunt Owain night and day. Is he touched by the Curse, or something far more sinister.

Dark Prophecy Crazy $7.50 Normally $11.00
Ancient forces beneath the Earth arise, awakened by the Blood Curse. Kindred and kin alike prepare to destroy each other in a bloodbath at the end of time, unless Owain can stop it. But who can he trust?

TSR AD&D Lost Empires Trilogy

Crazy Special $18.00 **Normally $33.00**

A Forgotten Realms trilogy, The Lost Empires. Also available individually, as follows:

The Lost Library of Cormanthyr Crazy $7.00 Normally $11.00
The Library of Cormanthyr - is it just a myth, or an actual lost piece of history? An intrepid man sets out to find the truth, but an undying avenger is intent on stopping him.

Faces of Deception Crazy $7.00 Normally $11.00
Hidden from his powerful family's enemies behind the hideous mask of his own face. Sent by the goddess of beauty on an impossible mission. Driven to find a way past his own flesh, into a soul torn between destiny and love.

Star of Cursrah Crazy $7.00 Normally $11.00
Lurking in the ruins is a horrific tale of greed, power and revenge. The Protector crawls forth, the shade of a dead city whose rulers refuse to die, and young companions in two distant epochs learn of a dreadful destiny they cannot escape.

Miniatures & Rules

GW Epic 40K Blister Clearance Sale

Games Workshop have dropped Epic Warhammer 40,000, so we quickly snaffed up several hundred blister packs of their excellent *metal* EPIC scale tanks. We offer them here in Grab Packs, for very cheap prices – if you order 15 packs, you pay less than half price! You can also mix and match the five types together in any way you wish, and, as far as possible, we will provide you will an even spread of the different tanks. You *cannot* specify which models you will receive. See below the table for vehicle types:

Types of Epic 40K	No. of Packs				
Metal Tanks	2	4	7	10	15
Space Marines	$24	$44	$70	$90	$113
Imperial Guard	$24	$44	$70	$90	$113
Orks	$23	$42	$67	$85	$107
Eldar	$24	$44	$70	$90	$113
Tyranid	$24	$44	$70	$90	$113

Note: *Space Marine Tanks* include an even mix of Vindicator, Thunderhawk, Razorback, Dreadnought, Predator, Land Speeder, Attack Bikes, Land Raider Cmd.

Imperial Guard Tanks include an even mix of Leman Russ, Hellhound, Baneblade, Basilisk, Shadowsword, Demolisher, Chimera, Hydra, Griffon, Manticore, Deathstrike, Sentinel, Bombard, Marauder, Thunderbolt

Ork Tanks include an even mix of Warbuggies, Big Gunz, Wartracks, Scorchers, Fightabommerz, Pulsa Rokkits, Dreadnoughts, Squiggoth, Battlefortress, Flakwagon, Weirdboy Tower

Eldar Tanks include an even mix of Falcon, Wave Serpents, Revenant Titan, Supreme Commanders, Warwalker, Dreadnought, Vyper, Spt Wpns, Vampire, Phoenix, Nightwing, Cobra, Scorpion, Night Spinner, Fire Prisms.

Tyranid Tanks include an even mix of Dominatrix, Hive Tyrant, Harridan, Biovores, Carnifex, Zoanthrope, Dactylis, Trygon, Malefactors, Haruspex, Exocrines.

WES Star Wars Miniatures Boxed Sets

Crazy Special $12.00 **Normally $54.00**

We managed to snaff-up large quantities of two of West End Game's old Star Wars boxed sets. The two are as follows, also available individually.

Mos Eisley Cantina Crazy $7.00 Normaly $27.00
Ten 25mm figures from the Mos Eisley Cantina, including two band members, Bartender, and seven other uglies.

Jabba's Palace Crazy $7.00 Normaly $27.00
Eight 25mm figures, including Jabba the Hutt himself.

Bib Fortuna SW91
Quarren SW92
Jabba the Hutt SW93
Nikto SW94
Gamorrean SW95
Oola SW96
Ephant Mon SW97
Lando in Armor SW98

Jabba's Palace

RP Ral Partha AD&D Blisters Grab Packs

Ral Partha have dropped their excellent 25mm Advanced Dungeons & Dragons range, so we are clearing out our stocks of AD&D blisters. We offer them here in Grab Packs, for very cheap prices You *cannot* specify which models you will receive. See below the table for category types:

Types of AD&D Ral	No. of Packs				
Partha Grab Pack	2	4	7	10	15
Individual Characters	$6	$11	$17	$21	$27
Player Characters	$11	$20	$30	$37	$45
Monsters not Dragons	$14	$25	$38	$47	$60
Blistered Dragons	$20	$36	$56	$70	$90
Rvnlft,Plnscpe,DkSn	$8	$14	$21	$25	$30

GW Warhammer 40,000 Space Marines

Crazy Special $80.00 **Normally $110.00**

This special is designed to get new players into Warhammer 40,000. We offer the three most important Space Marine boxed sets, which will allow you to make up the base of any Space Marine army. Also individually as follows:

Space Marine Tactical Squad	Crazy $27.00	Normaly $35.00
Space Marine Assault Squad	Crazy $23.00	Normaly $30.00
Space Marine Devastators	Crazy $34.00	Normaly $45.00

GW Bloodletters of Khorne Special

We have quite a few Bloodletters of Khorne, which can be used with either Warhammer Fantasy or 40,000. Price depends on quantity bought:

Bloodletters of Khorne (1)	Crazy $7.00	Normaly $12.00
Bloodletters of Khorne (5)	Crazy $30.00	Normaly $60.00
Bloodletters of Khorne (10)	Crazy $55.00	Normaly $120

GW Warhammer Fantasy Regiments

Crazy Special $77.00 **Normally $105.00**

This special is designed to get new players into Warhammer Fantasy. We offer three important Regiment boxed sets. Also individually as follows:

Skaven Clanrats Regiment	Crazy $27.00	Normaly $35.00
Skeleton Warrior Regiment	Crazy $27.00	Normaly $35.00
Night Goblins Regiment	Crazy $27.00	Normaly $35.00

Computer Games

MIC 1942 Pacific Air War & Scenario

Crazy Special $15.00 **Originally $90.00**

A classic. A flight sim of the air war in the Pacific in 1942. Fly historically accurate aircraft under either the US or Japanese flags, eachwith authentic cockpit and flight characteristics. Fly over the Philippines Islands and the jungles of New Guinea. 300 single player missions, 200 head-to-head missions. *IBM Requires: CD-ROM, 4megRAM, 486/25, VGA.*

MIC THIS MEANS WAR

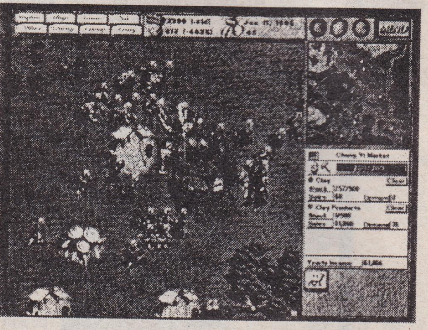
Crazy Special $11.00 **Originally $90.00**

You've survived the devastation of the Apocalypse, now the world is yours to reclaim, rebuild and defend. Your enemies are a few warped, crazy and brilliant megalomaniacs who have built up powerful forces. Create your own military industrial complex, then take up arms to smash the strongholds of all who stand in your way. Real-time action, with this version featuring a Windows interface. With a semi-top down view a bit like *Red Alert. IBM Requires: 486/66, Win 3.1+. 2spCD-ROM, 8mbRAM, SVGA.*

IM SEVEN KINGDOMS

Crazy Special $17.00 **Originally $90.00**

A *Red Alert* style game. Enter the world of Seven Kingdoms, a world of intrigue and diplomacy, of trade, conquest and espionage. Take control of any of seven emerging civilizations: Chinese, Persians, Japanese, Greeks, Normans, Vikings or Mayans. Begin with a single modest village under your command, and an entire world to be conquered by force of arms or guile or persuasion, awaits you. *IBM Requires: Win'95, Pentium 90, 16mbRAM, 800x600 SVGA, hard disk.*



VIR Tom Clancy SSN

Crazy Special $19.00 **Originally $90.00**

Tom Clancy brings you his first CD-ROM. The mission briefing is that Chinese hard-liners have staged a daring raid on one of the world's last great untapped oil reserves, setting the stage for a rejuvenated Communist dictatorship. Representing the United States, you command an Improved Los Angeles-class nuclear attack submarine, the USS Cheyenne. Over 360 feet long and brimming with state of the art electronic warfare systems, she is the finest fast attack sub in the world. The fifteen missions you encounter during the game lead you through the realistic scenarios which could be taken from tomorrow's headlines. *IBM Requires: Pentium 60, Win'95, SVGA, 8mbRAM, hard disk.*

VIR Tom Clancy POLITIKA

Crazy Special $33.00 **Originally $90.00**

Yeltsin is dead! Russia is in turmoil! Tom Clancy's pre-millennium Russia will challenge you to save a crumbling empire. The death of Yeltsin has left a power vacuum. You belong to one of the eight major factions, including the KGB, Church and Mafia, that have risen from the chaos and are competing to take control of the nation. Includes a free Tom Clancy novel, free unlimited multiplayer gaming over the Internet, and single player game. *IBM Requires: Win'95, Pentium 100, 20mbRAM, 4spCD-ROM, hard disk, SVGA.*

ORI ULTIMA COLLECTION

Crazy Special $30.00 **Originally $90.00**

A special selection of 10 Ultima games, being Ultima I, II, III, IV, V, VI, VII, VII Part 2, VIII, and Akalabeth. Also a sixteen page Ultima Atlas, and exclusive interviews! *IBM Requires: 486/33, 4mbRAM, 4spCD-ROM.*

GTE FX Fighter & FX Fighter Turbo

Crazy Special $12.00 **Originally $90.00**

Eight great warriros, including robot, insect, cyborg, aliens, humans - vie for supremacy in this animated combat game. Fight in 8 different arenas on 8 different planets. With 3D texture-mapped combat arenas, motion capture technology, CD-quality audio tracks, two player game option, 40 different attacks per fighter. The expansion set includes two new alien fighters. *IBM Requires: 486/33, 4mbRAM, VGA.*

Close Outs

The following items are either overstocks or have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog.

AOGSS101	Starsiege Rebellion Boxed Game	$45.00
DP9-305	Jovian Chronicles GM Handbook & Screen	$10.00
DP9-306	Jovian Chronicles Ships of the Fleet # 1	$13.00
DP9-018	Heavy Gear Into the Badlands	$8.00
DP9-027	Heavy Gear Northern Vehicle Record Sheets	$8.00
DP9-035	Heavy Gear New Breed – Landships Sourcebk	$15.00
GAM980918	Digganob (Gorkamorka supplement)	$20.00
MAN1000	Waste World RPG (Sci-Fi)	$12.00
MAN1001	Waste World Shogunate Sourcebook	$8.00
MAN1002	Waste World Forceshield	$6.00
MAN1003	Waste World Hydra Sourcebook	$10.00
TSR2122	MC10: Ravenloft Creatures	$6.00
TSR8495	The Coral Kingdom Forgotten Realms Novel	$3.50
TSR8549	The Giant Among Us FR Novel	$4.00
TSR8554	The Titan of Twilight FR Novel	$4.00
TSR9537	The Forgotten Terror (Ravenloft)	$9.00
WHT2002	Vampire 2nd Ed Roleplaying Game	$11.00
WHT2206	Vampire Players Guide (for the above)	$10.00
WHT11868	Dark Tyrants Vampire Dark Ages Novel	$6.00
WHT3071	Rage Across the World # 3	$10.00

WHT5007	Laws of the Wild (Werewolf Live Roleplay)	$8.00
WHT5008	Laws of the Night (Vampire DA Live Roleplay)	$8.00
WHT6300	Artificers (Wraith RPG)	$5.00
WHT6302	The Risen (Wraith RPG)	$6.00
Various	10 Assorted Gaming Magazines for…	$20.00

(Includes Dragon, Dungeon, Duelist, Future Wars, Scrye, etc.)

Legend of the Five Rings Trading Card Game

FIV5530	Hidden Emperor # 1 Combo Display	$90.00
FIV5531	Hidden Emperor # 1 Booster Display 72 pks	$100.00
FIV5533	Hidden Emperor # 2 Booster Display 72 pks	$100.00
FIV5534	Hidden Emperor # 3 Combo Display	$90.00
FIV5535	Hidden Emperor # 3 Booster Display 72 pks	$100.00
FIV5539	Hidden Emperor # 3 Booster Display 72 pks	$90.00
FIV5541	Hidden Emperor # 4 Booster Display 72 pks	$90.00

Legend of the Burning Sands Trading Card Game

FIV5700	Shadow of the Tyrant Starter Display 12 dcks	$75.00
FIV5701	Shadow of the Tyrant Booster Display 48 pks	$85.00
FIV5702	Secrets & Lies Starter Display 12 dcks	$75.00
FIV5703	Secrets & Lies Booster Display 48 pks	$85.00
FIV5704	Black Hand Starter Display 12 dcks	$75.00
FIV5705	Black Hand Booster Display 48 pks	$85.00

Rage: Snake Eyes Trading Card Game

FIV9502	Rage # 2 Combo Display	$75.00
FIV9504	Rage # 3 Combo Display	$70.00
FIV9506	Rage # 4 Combo Display	$70.00

OSPREY HISTORICAL REFERENCE BOOKS

Ancient Era

CAMP7 ALEXANDER 334-323 BC A gripping account of the brilliant campaigns of a young man who conquered the entire known world before he reached 30 years of age. **$32.00**

7924 ALEXANDER THE GREAT Combines two books, Campaign 7 Alexander and the old MAA Alexander. **$43.00**

MAA109 ANCIENT ARMIES OF THE MIDDLE EAST Includes Ancient Summerians, Egyptians, Philistines, Libyans, Hittites, Assyrians, etc. Plates by Angus McBride. **$23.00**

Concord ANCIENT CELTS A new line of Concord history books, this one with equal pages of text and plates by Angus McBride. Covers celts from 600 BC – 1300 AD. Even covers the Galatian invasion of Italy and Greece. **$25.00**

WAR5 ANGLO-SAXON THEGN The Saxons slowly conquered much of Britain from the celts and picts. **$26.00**

MAA320 ARMIES OF THE CALIPHATES Describes the armies of the Abbasid Arabs & Fatamids from 862-1098 AD. **$26.00**

MAA121 ARMIES OF THE CARTHAGINIAN WARS A detailed account of the Carthaginian and Roman armies and their allies during their many wars against each other. **$23.00**

Concord BARBARIANS By Tim Newark and dozens of color plates by Angus McBride. Covers Celts, Spanish, Germanic tribes, Goths, Vandals, Franks, Lombards, Magyars, etc. **$29.00**

CAMP36 CANNAE 216 BC The Roman army received a crushing defeat at the hands of Hannibal in 216 BC. **$32.00**

MAA283 EARLY ROMAN ARMIES The development of the Roman army from about 500 to 275 BC. **$23.00**

WAR17 GERMANIC WARRIOR 236-568 AD The 3rd to 6th centuries saw the collapse of Roman civilization and the emergence of Germanic warrior societies. **$26.00**

MAA295 IMPERIAL CHINESE ARMIES (2) 590-1260 AD Follows the Imperial Chinese military machine from the reunification of China by Yang Chien to its destruction and conquest by Kubilai Khan. **$23.00**

WAR15 LATE ROMAN CAVALRYMAN 236-565 AD Extremely detailed look at Late Romand Cavalry, including organisation, colors, tactics, development, formations. **$26.00**

ELITE40 NEW KINGDOM EGYPT Covers the history of Egypt from 1674 BC - 1085 BC, including wars with the Hittites, Hyksos, etc. Has magnificent full color plates by Angus McBridge of a Mitanni armored chariot, Hyksos, etc. **$26.00**

CAMP22 QADESH 1300 BC Clash of the Warrior Kings The greatest of the Egyptian Pharaohs, Rameses II, leads the most professional Egyptian army against the might of the Hittite Army. The three man Hittite shock chariots clash with Egyptian spearmen, archers, and skirmishing chariots. **$32.00**

MONT REIVERS For 300 years the Borderlands between England and Scotland were a battleground in a savage war of attrition. With heaps of color plates by Angus McBride. **$34.00**

MAA291 REPUBLICAN ROMAN ARMY 200 - 104BC Detailing weapons and equipment, organisation and levy, tactics used by the various arms, etc. **$23.00**

MAA46 ROMAN ARMY: CAESAR TO TRAJAN Details the tactics, armor, command structure, and history of the Roman army during it's most famous days. **$23.00**

MAA93 ROMAN ARMY: HADRIAN TO CONSTANTINE Rome's glorious days are over, but it's army is still locked in furious combat to survive. **$23.00**

MAA180 ROME'S ENEMIES: ARMIES OF SPAIN Rome fought many difficult battles in Spain leading uptil 20 BC. This book details the Iberians, Celtiberians, scutarii, etc. **$23.00**

MAA243 ROME'S ENEMIES: THE DESERT FRONTIER Part of Rome's empire included Africa, and this book details the African enemies who opposed Ancient Rome. **$23.00**

MAA158 ROME'S ENEMIES: GALLIC & BRITISH CELTS Gauls and British celts are 2 of Rome's most famous and thought of enemies. Learn about their tactics, defeats, etc. **$23.00**

MAA129 ROME'S ENEMIES: GERMANICS & DACIANS The vigorous northern 'barbarians' who were the destroyers of the Western Empire of Rome, subsequently creating medieval Europe, the feudal system and chivalry. Tribes covered are Thracians, Sarmatians, Marcomanni, Goths, Angels, Saxons, & Jutes. 8 color plates. **$23.00**

MAA175 ROME'S ENEMIES: PARTHIANS & SASSINIDS Covers the rise of the Parthians, a warrior race using impressive cataphract cavalry and mounted horse archers who held Rome at bay for 300 years. **$23.00**

MONT SASSANIAN ARMIES The Sassanid overthrew the Parthians in 226 AD, and fought against the Romans, Huns and Romano-Byzantines. Costume, equipment, organisation, etc. **$30.00**

MAA150 THE AGE OF CHARLEMAGNE Within a quarter of a century the small and modestly trained army of Charles Martel had grown into a major war weapon. **$23.00**

ELITE7 THE ANCIENT GREEKS 500-300 B.C. 64 page book with 12 color plates detailing the armies and troop types of the Greek city states during the Classical Period. Plates are by McBride. **$26.00**

MONT THE ARMIES OF BACTRIA 700 BC - 450 AD Bactrian warfare within this time period has never been comprehensively examined as a whole. This product is a two-book set, which fills this gap by using all of the available source material to reconstruct the history. **$40.00**

MONT THE ARMY OF TANG CHINA The organisation, uniforms and equipment of the armies of Tang China in the 6th-9th C AD. Plates by Angus McBride. **$30.00**

MAA69 THE GREEK AND PERSIAN WARS 500-323 B.C. The high years of Ancient Greece, the Athenians verses Persians at Marathon, the 300 Spartans attempting to delay Xerxes at Thernopylae, Xerxes defeat at sea at Salamis, the battles of Plataea and Mycale, the Peloponnesian War, early days of Alexander the Great, etc. **$23.00**

ELITEA42 THE PERSIAN ARMY 560-330 BC The arch-enemies of Ancient Greece and Macedonia. With heaps of detail hard to find elsewhere, for example, it gives a full description of Iphicratean Peltasts!! **$26.00**

ELITE50 THE PRAETORIAN GUARD A close look at the elite Roman Praetorian Guard who, although alite, were normally outclassed and outfought by the veteran legionaries. **$26.00**

MONT THE PTOLEMAIC ARMY 168-145 BC A detailed examination of the arms, armor and uniforms of the Ptolemaic army, with superb color plates by Angus McBride. **$30.00**

MAA137 THE SCYTHIANS 700-300 BC The first of the great armies of horse-archers to come out of the East, though they were Indo-Europeans. **$23.00**

ELITE66 THE SPARTAN ARMY The Spartans were the only full time army in ancient Greece and were thus truly an elite force. Gives history, training, lots of specific historical accounts,etc. **$26.00**

MONT WARRIORS OF EURASIA A 48 page book giving a brief overview and color illustration of warriors from in Eurasia from the 8th C BC to 17th C AD. Includes Sarmations, Huns, Goths, Scythians, Kushans, Parthians, etc. **$32.00**

Middle Ages

CAMP9 AGINCOURT 1415 The tiny English army under Henry V numbered 6,000, being 5,000 archers & 1,000 men-at-arms, was to battle a French army of around 30,000, but yet again the impetuousness of the French nobles and knights was to lead to their undoing. **$32.00**

MAA111 ARMIES OF CRECY & POITIERS Two of the most important battles in the early years of the 100 Years War, between the French and English. **$23.00**

MAA113 ARMIES OF AGINCOURT An excellent overview of this crucial battle between the French and English during the 100 Years War. **$23.00**

MAA154 ARTHUR & THE ANGLO-SAXON WARS The Arthurian Age & the birth of England. A time of settlement & the sword as invading Germanic peoples such as the Saxons, Jutes, and Angles, drove back the Romano-Celtic culture of Britannia. Also covers the Welsh, Irish, Picts, Norse & Danish. Plates by McBride. **$23.00**

MAA89 BYZANTINE ARMIES 886-1118 AD The last bastion of Civilization to span from the Ancient era to the Middle Ages. They fought with & against the Crusaders, Islam, etc. **$23.00**

MAA287 BYZANTINE ARMIES 1118-1461 AD Their continued wars with the Turks, the Italians, the Normans, etc, with organisation, equipment, tactics, colors, etc. **$23.00**

CAMP43 FORNOVO 1495 The mentally backward French King Charles VIII invaded Italy in 1494, laying claim the throne in Rome. Could the divided Italian city-states combine to end this threat? And what happened when the Italian knights squared off against the French knights, the flower of chivalry? **$32.00**

MAA231 FRENCH MEDIEVAL ARMIES 1000-1300 AD French knights were considered the flower of European chivalry. Covers their origins, training, feudal service, knightly ideals, troop types, mercenaries, militias, strategies and tactics. **$23.00**

MAA200 EL CID & THE RECONQUISTA The very name El Cid sums up much of the special character of medieval Spanish warfare. This book covers 1050 - 1492 AD. **$23.00**

WAR11 ENGLISH LONGBOWMEN 1330-1515 An indepth examination of the famous English longbowmen. **$26.00**

MAA310 GERMAN MEDIEVAL ARMIES A totally revised version, covering many different campaigns. **$23.00**

CAMP53 GRANADA 1492 Granada was the last Islamic enclave in Spain, and it took 11 years for the Spanish to overcome it. **$32.00**

CAMP13 HASTINGS 1066 The Norman invasion of Britain, and the subsequent battle of Hastings. **$32.00**

CAMP19 HATTIN 1187 Read how the events of 1187 AD shook Western Europe as Saladin crushed the Christian army at Hattin, then retaking Jerusalem. **$32.00**

MAA317 HENRY V & The CONQUEST OF FRANCE Covers Henry V's conquest of France, following on from Agincourt. Includes several campaigns, troop eqiupment, etc. **$22.00**

MAA195 HUNGARY & THE FALL OF EASTERN EUROPE Hungary beat back invasions from Germany, settled invading Pecenegs, Magyars, Cumans, & were later threatened by the Ottoman Turks. **$23.00**

MAA136 ITALIAN MEDIEVAL ARMIES 1300-1500 A fascinating history, as the Italians formed a number of powerful city states, who competed against each other. **$23.00**

WAR25 ITALIAN MILITIAMAN 1260-1392 Urban militias were the main forces available to the Italian cities. **$26.00**

WAR18 KNIGHT OF OUTREMER 1187-1344 Following Saladin's great victory at Hattin in 1187AD, the remaining Latin or Catholic enclaves in the Mediterranean were called Outremer. **$26.00**

ELITE17 KNIGHTS AT TOURNAMENT One of the greatest pasttimes of medieval nobles - tournaments! **$26.00**

CAMP46 LAKE PEIPUS 1242 AD The story of the struggle between the Teutonic Knights and the powerful Russian city state of Novgorod. They clashed at frozen Lake Peipus. **$32.00**

CAMP50 MALTA 1565 AD The epic siege of the island fortress of the Knights Hospitaller by the Turkism army of Suliman is one of the most compelling stories in western history. **$32.00**

MAA50 MEDIEVAL EUROPEAN ARMIES Probably the most important book any fantasy or medieval wargamer can buy. This superb book covers in detail how feudal armies were raised, how mercenaries were hired, the emergence of the first national armies; and how all such bodies of troops were organised, cavalry, infantry, artillery. And tactics, including the longbow, Swiss pike, Hussite, Condottieri, and ranks of command & their titles. **$23.00**

MAA99 MEDIEVAL HERALDRY An introduction to the reader of the role of the military aspect of heraldry and examples of how it was used in the 14th and 15th centuries. **$23.00**

WAR1 NORMAN KNIGHT 950-1204 AD 64 page book, with 12 color pages. The rise and development of Norman Knights. **$26.00**

CAMP44 PAVIA 1525 Pavia was the most decisive battle of the Italian Wars which raged almost continously between 1494 and 1529, between Italy and France. **$32.00**

MAA171 SALADIN & THE SARACENS Gives a full account of Saladin as he lead the Saracens in battle against the Crusaders, but also details the Seljuqs, Fatamids, Kwarismians, Mamluks. **$23.00**

WAR7 SAMURAI 1550-1600 An indepth look into the training, arms and armor of the Samurai warrior, during the Japanese Age of Battles **$26.00**

WAR10 SARACEN FARIS 1050-1250 AD The Saracen cavalry, or faris, bested the Crusader's in almost every battle, but of a bigger threat were the Seljuq Turks and Mongols. **$26.00**

MAA222 THE AGE OF TAMERLANE Said to be a descendent of Genghis Khan, Timur defeated the Jagatai, Karts, Jalayarids, Georgians, Turkomans, Golden Horde, Mazandarians, Muzaffarids, Ottomans, Mamluks, & the Delhi Sultanate. **$23.00**

MAA279 THE BORDER REIVERS Focuses upon the mounted English Border Reivers, elite troops who protected the English border from Scottish raids. **$23.00**

ELITE19 THE CRUSADES An overview of the Crusades, their participants, battles, etc. **$26.00**

ELITE58 THE JANISSARY INFANTRY The Janissarys were elite infantry serving in the army of the Ottoman Turks. **$26.00**

MAA155 THE KNIGHTS OF CHRIST Details the feared Templars; Knights of St John, the Hospitallers; Knights of St Lazarus; Hospitallers of St Thomas; German Orders, etc. **$23.00**

MAA259 THE MAMLUKS In Europe the Mamluks of Egypt are remembered as so-called Slave Kings who drove the Crusaders from the Holy Land. They remained a great power for two and a half centuries, with a military tradition stretching back to the 8th century. **$23.00**

MAA105 THE MONGOLS The most successful warrior race in the whole of the Middle Ages. Russian cities fell before them, and then they turned on Hungary, crushing its armies, but by February 1492, something happened to make them return home. **$23.00**

ELITE9 THE NORMANS It was the Normans who began the creation of the United Kingdom, with the defeating of the Anglo-Saxons and unifying of all of Britain. They also had a large impact on French history, established a state in southern Italy and Sicily. **$26.00**

ELITE23 THE SAMURAI One of my favorite Osprey books - this one covers the Samurai from 935AD until 1600 AD, with the most stunning color plates I've seen by Angus McBride. **$26.00**

MAA151 THE SCOTTISH & WELSH WARS 1250-1400 Despite the Normans conquering the Anglo-Saxon England in 1066, it was another two centuries before the Anglo-Norman kings penetrated the wild interiors of Wales & Scotland. **$23.00**

MAA94 THE SWISS AT WAR One of the best MAA books. The whole book presents the development of the Swiss army by presenting detailed accounts of battle after battle, showing the Swiss changing from all halberdiers to mixed pikes and halberds. **$23.00**

MAA210 THE VENETIAN EMPIRE 1200-1670 AD The city state of Venice in Italy had an extremely individual history & involvement during the Middle Ages. It had it's own fleets, an extremely aggressive merchant empire (3,000! ships by 1450AD), and saw much combat against the other Italian city states, including river warfare, and a heavy reliance upon the condottieri (mercenaries). **$23.00**

MAA145 THE WARS OF THE ROSES This was in fact a dynastic struggle between the English houses of York and Lancaster. A unique tactical study, for this war was one of the only ones in which both sides used longbows. **$23.00**

Gun Powder Era

ELITE62 AMERICAN CIVIL WAR ZOUAVES American Zouaves regiments, being filled with foreigners, based themselves on the French Zouaves. **$26.00**

CAMP2 AUSTERLITZ 1805 Napoleon was cut off from his supply lines, and opposed by a joint Russian/Austrian army, yet he still managed to win. How did he manage such a feat? **$32.00**

Warrior 24 Austraian Grenadiers & Infantry 1788-1816 Austrians took part in almost all the Napoleonic wars, and even managed to defeat the French on a few occasions. **$27.00**

BATTLE IN THE CIVIL WAR This stunning little history book is by Paddy Griffith. It is a step by step explanation of how the Blue and Gray armies squared up to fight each other; how they maneuvered ont he battlefield and what happened when they came to close combat. With *tons* of great illustrations. **$30.00**

MAA301 BOER WARS (I) 1836-1898 AD The Dutch settlers in South Africa, the Boers, crushed almost everything the English and local Africans could throw at them. **$23.00**

MAA303 BOER WARS (II) 1898-1902AD The Boers manage to impose their authority over the black population by the mid 1890s, but by 1902 they were defeated by the British. **$23.00**

MAA319 BRITISH FORCES IN NORTH AMERICA 1793-1815 Uniforms, organisation & equipment, etc. **$23.00**

MAA294 BRITISH FORCES IN THE WEST INDIES 1793-1815 Uniforms, organisation & equipment of the British forces, including blacks, the West Indies, from 1793-815. **$23.00**

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Babylon 5 Videos

We now stock the full range of currently availabe *Babylon 5 Videos*, by Warner Home Video. (I own all 33 videos myself!) The Babylon 5 series focuses on an ancient, evil race that gathers together in the shadows, once it has been accidently reawakened by a curious human survey team. Meanwhile, another equally ancient race helps to prepare the younger races to prepare for the return of this evil menace. The entire series is packed full of mysteries that will be revealed to you eventually, though you will have to watch some episodes as much as four times to spot all the cleverly hidden clues. I used to be a die-hard Trekie, but once I realised that a brilliant continuous plot line line linked all the Babylon 5 episodes together, I defected!

Each tape has either a double episode, or two 45 minute episodes.

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Season Two

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Captain Sheridan arrives on B5 to take over after Sinclar leaves, but Minbari dissidents are not happy, and try to provoke another war./Delenn emerges from the chrysalis, but what has she become? The Narn suspect their old enemy, the Shadows, are back.

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B5 finds a derelict, ancient space ship, with one passenger still alive in cryo-sleep./An terrorist arrives on B5, hoping to destroy the Mars peace process.

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Londo has to choose which two of his three wives he should divorce./Psi Cop Bester comes to B5.

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The Centauri emperor comes to B5, hoping to make peace with the Narns, but Londo and Refa make plans to attack a Narn base./Hundreds of Marines arrive on B5 prior to going on a mission.

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Delenn is recalled to the Grey Council.General Hague asks Sheridan to help spy on the new president./The Narn are losing the war against the Centauri.

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Evidence is found that Sandiago was assassinated./Narn and Centauri ships fight at B5.

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Sheridan is tricked into killing a Minbari./Londo is forced to duel his old friend.

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Sheridan arrests Morden and questions him as to why his wife died on the survey ship that went to Z'ha'dum, but Morden is still alive./A plague infests B5.

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One of the best episodes. Narns attack a Centauri outpost with their entire fleet, but a surprise is waiting for them./A psicorps planted traitor is in the B5 command staff.

B5 Vol 21 Comes the Inquisitor/Fall of Night $20.00
A Vorlon inquisitor interrogates Delenn & Sheridan./A Centauri Battlecruiser attacks Babylon 5. Great episode.

Season Three

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People from 'Down Below' are having sybiotic aliens put on them./President Clark has found a Shadow ship. Sheridan tries to destroy it first.

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Civil war breaks out in Earthforce. Nightwatch are given control of B5./Severed Dreams is the best Babylon 5 episode made. It won the Hugo SF award, defeating all other challengers. I've watched it over ten times at least! Babylon 5 declares its independence, and an Earthforce Task Force is sent to take control of Babylon 5 by force - and B5 resists!

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B5 Vol 28 Late Delivery/Ship of Tears $20.00
Sheridan tries to get the League to help defend B5./The Shadows run a ship of 'weapons systems' near B5, and Bester helps Sheridan to capture it.

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Sheridan tries to make the Vorlons attack the Shadows./A time rift opens up, and Sinclair, Sheridan, etc must go through the rift, to reach Babylon 4. We learn of the last Shadow War 1,000 years ago.

B5 Vol 30 War Without End Pt 2/Walkabout $20.00
What are Sinclair and Sheridan planning to do with Babylon 4?/Sheridan asks Lyta to help attack a Shadow ship.

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Naroon tries to stop Delenn taking over the Rangers./Londo plans to have Lord Refa removed from power.

B5 Vol 32 Shadow Dancing/Z'ha'Dum $20.00
Sheridan leads a huge battlefleet to attack a Shadow fleet./Sheridan goes alone to Z'ha'Dum to meet with the Shadows.

Season Four

B5 Vol 33 Hour of the Wolf/Whatever Happened $20.00
Londo learns that Emperor Cartagia is insane, and plans to offer the Shadows refuge on Centauri Prime. Sheridan meets Lorien./G'Kar goes looking for Garibaldi.

B5 Vol 34 The Summoning/Apotheosis $20.00
Sheridan and Lorien return to Babylon 5, as does Garibaldi. The Vorlons go on the rampage, destroying whole worlds./Sheridan makes plans to stop the Vorlons and the Shadows, while Londo plans to assassinate Cartagia.

B5 Tape 35 The Long Night/Into the Fire $20.00
Vorlon killer fleets close on Centauri Prime and Coriannis Six. Sheridan sends Lorien and Ivanova to find more First Ones. Sheridan leads the entire Alliance fleet to oppose the Vorlons and Shadows at Coriannis Six. Molari makes plans.

B5 Tape 36 Ephiphanies/The Illusion of Truth $20.00
The Shadow war is over, but Earthgov now threatens B5. Bester arrives with information in exchange for a personal favour. ISN reporters come to B5, wanting to know the truth.

B5 Tape 37 Atonement/Racing Mars $20.00
Delenn is recalls to Minbar and we learn in great detail the beginning of the Earth-Minbari war. Sheridan contacts the Mars resistance. Marcus & Franklin go to Mars, but a traitor is in their midst. Garibaldi agrees to help kidnap Sheridan.

B5 Tape 38 $20.00

B5 Tape 39 $20.00

Babylon 5 Telemovies

B5 In the Beginning Telemovie $20.00
Set ten years before the pilot episode of Babylon 5. A human exploratory fleet approaches the Minbari borders and blunders into a Minbari fleet. Misunderstanding leads to a disaster that almost destroys the human race. What can save humanity? *(I strongly advise that you do not watch this telemovie until you have watched all episodes in Seasons 1 to 4, otherwise you will spoil it for yourself, by learning the answers to many of the mysteries.)*

B5 Thirdspace Telemovie $20.00
This telemovie is so good I watched it three times in four weeks! Set in 2261. While on long range patrol, a squadron of Starfuries from Babylon find an ancient artifact drifting through hyperspace. Over a mile long and more than one million years old, they tow it back to Babylon 5 and try to work out what it is. Meanwhile, people all over the station begin having wonderful or horrific dreams...

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STNG V19 Contagion/The Royale	$20.00
STNG V20 Time Squared/Icarus	$20.00
STNG V21 Pen Pals/Q Who	$20.00

Q Who is my favorite episode – it features the Federation's first encounter with the Borg.

STNG V22 Samaritan/Up Ladder	$20.00
STNG V23 Manhunt/Emissary	$20.00
STNG V24 Peak Perf/Shades of Grey	$20.00
STNG V25 Evo/Ensigns of Command	$20.00
STNG V26 Survivors/Watchers?	$20.00
STNG V27 Bonding/Booby Trap	$20.00
STNG V28 Enemy/Price	$20.00
STNG V29 Vengeance Fac/Defector	$20.00
STNG V30 Hunted/High Ground	$20.00
STNG V31 Deja Q/Matter of Perspective	$20.00
STNG V32 Yesterday's Enterprise/Offspring	$20.00

Yesterday's Enterprise sees the Enterprise D on exploration duties, when they suddenly encounter a time rift, from which emerges the Enterprise C. Immediately, the present is changed, and the Federation is at war with the Klingon Empire – billions have died so far. And only Guinan notices that something is wrong.

STNG V33 Sins of Father/Allegiance	$20.00
STNG V34 Captain's Holiday/Tin Man	$20.00
STNG V35 Hollow Pursuits/Most Toys	$20.00
STNG V36 Sarek/Menage A Troi	$20.00
STNG V37 Transfigured/Best of Both Worlds 1	$20.00

Best of Both Worlds Parts 1 and *2* sees a Borg cube-ship invade Federation space. The Enterprise is despatched to try and delay its progress while a Federation battlefleet is assembled to meet it closer to Earth.

STNG V38 Best of Both Worlds 2/Family	$20.00
STNG V39 Brothers/Suddenly Human	$20.00
STNG V40 Remember Me/Legacy	$20.00
STNG V41 Reunion/Future Imperfect	$20.00
STNG V42 Final Mission/The Loss	$20.00
STNG V43 Data's Day/The Wounded	$20.00
STNG V44 Devil's Due/Clues	$20.00
STNG V45 First Contact/Galaxy's Child	$20.00
STNG V46 Night Terrors/Identity Crisis	$20.00
STNG V47 The Nth Degree/Qpid	$20.00
STNG V48 The Drum Head/Half a Life	$20.00
STNG V49 The Host/A Mind's Eye	$20.00
STNG V50 In Theory/Redemption Part 1	$20.00
STNG V51 Redemption Part2/Darmok	$20.00
STNG V52 Ensign Ro/Silicon Avatar	$20.00
STNG V53 Disaster/The Game	$20.00
STNG V54 Unification Parts 1 & 2	$20.00
STNG V55 Matter of Time/New Ground	$20.00
STNG V56 Hero Worship/Violations	$20.00
STNG V57 Masterpiece Soc/Conundrum	$20.00
STNG V58 Power Play/Ethics	$20.00
STNG V59 The Outcast/Cause & Effect	$20.00
STNG V60 The First Duty/Cost of Living	$20.00
STNG V61 Perfect Mate/Imaginary Friend	$20.00
STNG V62 I, Borg/The Next Phase	$20.00
STNG V63 Inner Light/Time's Arrow Pt 1	$20.00
STNG V64 Time's Arrow Pt 2/Realm of Fear	$20.00
STNG V65 Man of the People/Relics	$20.00
STNG V66 Schisms/True Q	$20.00
STNG V67 Rascals/A Fistful of Data	$20.00
STNG V68 Quality of Life/Chain of Command 1	$20.00
STNG V69 Chain of Command 2/Ship in Bottle	$20.00
STNG V70 Aquiel/Face of the Enemy	$20.00
STNG V71 Tapestry/Birthright Pt 1	$20.00
STNG V72 Birthright Pt 2/Starship Mine	$20.00
STNG V73 Lessons/The Chase	$20.00
STNG V74 Frame of Mind/Suspicions	$20.00
STNG V75 Rightful Heir/Second Chances	$20.00
STNG V76 Timescape/Descent Pt 1	$20.00
STNG V77 Descent Pt 2/Liasons	$20.00
STNG V78 Interface/Gambit Pt 1	$20.00
STNG V79 Gambit Pt 2/Phantasms	$20.00
STNG V80 Dark Page/Attached	$20.00
STNG V81 Force of Nature/Inheritance	$20.00
STNG V82 Parallels/The Pegasus	$20.00
STNG V83 Homeward/Sub Rosa	$20.00
STNG V84 Lower Decks/Thine Own Self	$20.00
STNG V85 Masks/Eye of the Beholder	$20.00
STNG V86 Genesis/Journey's End	$20.00
STNG V87 First Born/Bloodlines	$20.00
STNG V88 Emergence/Pre-emptive Strike	$20.00
STNG V89 All Good Things Pt 1 & 2	$20.00
STNG3046 The Borg Collective	$60.00

Contains all the Borg episodes, Q Who? Best of Both Worlds, I, Borg, and Descent.

Star Trek Deep Space 9 TV Series

DS9 V1 Emissary	$20.00
DS9 V2 Past Pro/Man	$20.00
DS9 V3 Babel/Captive	$20.00
DS9 V4 Q-Less/Dax	$20.00
DS9 V5 Passenger/Move	$20.00
DS9 V6 Nagus/Vortex	$20.00
DS9 V7 Battle/Story	$20.00
DS9 V8 Progress/Wishes	$20.00
DS9 V9 Forsaken/Dramatis	$20.00
DS9 V10 Duet/In the Hands	$20.00
DS9 V11 Homecoming/Circ	$20.00
DS9 V12 Siege/Invasive	$20.00
DS9 V13 Cardassians/Melora	$20.00
DS9 V14 Rules Acq/Necc Evil	$20.00
DS9 V15 Second Sight/Sanctuary	$20.00
DS9 V16 Rivals/Alternate	$20.00
DS9 V17 Armageddon Game/Whispers	$20.00
DS9 V18 Paradise/ShadowPlay	$20.00
DS9 V19 Playing God/Profit & Loss	$20.00
DS9 V20 Blood Oath/Maquis Part 1	$20.00
DS9 V21 Maquis Part 2/The Wire	$20.00
DS9 V22 Crossover/The Collaborator	$20.00
DS9 V23 Tribunal/The Jem'Hadar	$20.00
DS9 V3.01 The Search Pt 1 and Pt 2	$20.00
DS9 V3.02 House of Quark/Equilibrium	$20.00
DS9 V3.03 Second Skin/Abandoned	$20.00
DS9 V3.04 Civil Defenses/Meridan	$20.00
DS9 V3.05 Defiant/Fascination	$20.00
DS9 V3.06 Past Tense, Pt 1 and Pt 2	$20.00
DS9 V3.07 Life Support/Heart of Stone	$20.00
DS9 V3.08 Destiny/Prophet Motive	$20.00
DS9 V3.09 Visionary/Distant Voices	$20.00
DS9 V3.10 Looking Glass/Improbable	$20.00
DS9 V3.11 Die is Cast/Explorers	$20.00
DS9 V3.12 Family Business/Shaaker	$20.00
DS9 V3.13 Facets/The Adversary	$20.00
DS9 V4.01 Way of the Warrior Pt 1 & Pt 2	$20.00

(The best DS9 – Klingons attack DS9!)

DS9 V4.02 Visitor/Hippocratic Oath	$20.00
DS9 V4.03 Indiscretion/Rejoined	$20.00
DS9 V4.04 Little Green Men/Star Ship Down	$20.00
DS9 V4.05 Sword of Kahless/Bashir	$20.00
DS9 V4.06 Home Front/Paradise Lost	$20.00
DS9 V4.07 Crossfire/Return to Grace	$20.00
DS9 V4.08 Sons of Mogh/Bar Association	$20.00
DS9 V4.09 Accession/Rules of Engagement	$20.00
DS9 V4.10 Hard Time/Shattered	$20.00
DS9 V4.11 The Muse/For the Cause	$20.00
DS9 V4.12 To the Death/Quickening	$20.00
DS9 V4.13 Body Parts/Broken Link	$20.00
DS9 V5.01 Apocalypse Rising/The Ship	$20.00
DS9 V5.02 Looking for Par'mach/Nor the Battle	$20.00
DS9 V5.03 Assignment/Trials & Tribulations	$20.00
DS9 V5.04 He Who is Without Sin/Things Past	$20.00
DS9 V5.05 The Ascent/The Rapture	$20.00
DS9 V5.06 Darkness & the Light/Begotten	$20.00
DS9 V5.07 For the Uniform/In Purgatory's Sh.	$20.00
DS9 V5.08 By Inferno's Light/Dr Bashir	$20.00
DS9 V5.09 Simple Investigation/Business As U.	$20.00
DS9 V5.10 Ties of Blood/Ferengi Love Songs	$20.00
DS9 V5.11 Soldiers of the Empire/Children of T.	$20.00
DS9 V5.12 Blaze of Glory/Empok Nor	$20.00
DS9 V5.13 in the Cards/A Call to Arms	$20.00
DS9 V6.01 A Time to Stand/Rocks & Shoals	$20.00
DS9 V6.02 Sons & Daughters/Behind the Lines	$20.00
DS9 V6.03 Favor the Bold Pt1 and Pt 2	$20.00
DS9 V6.04 You are Cordially Invited/Resurrect.	$20.00
DS9 V6.05 Statistical Probabilities/Mag.Ferengi	$20.00
DS9 V6.06 Waltz/Who Mourns for Morn	$20.00
DS9 V6.07 Far Beyond the Stars/One Little Ship	$20.00
DS9 V6.08 Honor Among Thieves/Changes of.	$20.00
DS9 V6.09 Wrongs Darker/Inquisition.	$20.00
DS9 V6.10 Pale Moonlight/His Way	$20.00
DS9 V6.11 The Reckoning/Valiant	$20.00
DS9 V6.12 Profit & Loss/Time's Orphan	$20.00
DS9 V6.13 The Sound of Her Voice	$20.00
DS9 V7.01 Image in the Sand/Shadows	$20.00
DS9 V7.02 Afterimage/Take Me to Holosuite	$20.00
DS9 V7.03 Chrysalis/Treachery, Faith	$20.00
DS9 V7.04 Unto the Breach/Siege of AR-558	$20.00
DS9 V7.05 Covenant/It's Only a Paper Moon	$20.00

Star Trek Voyager TV Series

STV V1.1 Caretaker	$20.00
STV V1.2 Parallax/Time and Again	$20.00
STV V1.3 Phage/The Cloud	$20.00
STV V1.4 Eye of the Needle/Ex Post Facto	$20.00
STV V1.5 Emanations/Prime Factors	$20.00
STV V1.6 State of Flux/Heroes & Demons	$20.00
STV V1.7 Cathexis/Faces	$20.00
STV V1.8 Jetrel/Learning Curve	$20.00
STV V1.9 Elogium/Projections	$20.00
STV V1.10 Twisted/The '37s On	$20.00
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STV V2.3 Tattoo/Gold Fire	$20.00
STV V2.4 Maneuvers/Resistance	$20.00
STV V2.5 Prototype/Alliances	$20.00
STV V2.6 Threshold/Held	$20.00
STV V2.7 Dreadnought/Deathwish	$20.00
STV V2.8 Lifesigns/Investigations	$20.00
STV V2.9 Deadlock/Innocence	$20.00
STV V2.10 The Thaw/Tuvix	$20.00
STV V2.11 Resolutions/Basics Part 1	$20.00
STV V3.01 Basics Pt 2/Flashback	$20.00
STV V3.02 The Chute/The Swarm	$20.00
STV V3.03 False Prophets/Remember	$20.00
STV V3.04 Sacred Ground/Futures End	$20.00
STV V3.05 Futures End Pt 2/Warlord	$20.00
STV V3.06 The Q & the Grey/Macrocosm	$20.00
STV V3.07 Fair Trade/Alter Ego	$20.00
STV V3.08 Coda/Blood Fever	$20.00
STV V3.09 Unity/Darkling	$20.00
STV V3.10 Rise/Favorite Son	$20.00
STV V3.11 Before & After/Real Life	$20.00
STV V3.12 Distant Origin/Displaced	$20.00
STV V3.13 Worse Case Scenario/Scorpion Pt 1	$20.00

Scorpion Pt 1 and 2 are the best STV made. The Voyager flies into Borg space, and finds the Borg being exterminated by a deadly new species, which soon turns its attention to the Voyager. A Borg female joins the Voyager crew and previously sworn enemies now co-operate against this new threat.

STV V4.01 Scorpion Pt 2/The Gift	$20.00

The female Borg joins the Voyager in The Gift.

STV V4.02 Dayof Honor/Nemesis	$20.00
STV V4.03 Revulsion/Raven	$20.00
STV V4.04 Scientific Method/Year in Hell Pt 1	$20.00
STV V4.05 Year in Hell Pt 2/Random Thoughts	$20.00
STV V4.06 Concerning Flight/Mortal Coil	$20.00
STV V4.07 Waking Moments/Message in Bottle	$20.00
STV V4.08 Hunters/Prey	$20.00
STV V4.09 Retrospect/Killing Game Pt 1	$20.00
STV V4.10 Killing Game Pt 2/Vis A Vis	$20.00
STV V4.11 Omega Directive/Unforgettable	$20.00
STV V4.12 Living Witness/Demon	$20.00
STV V4.13 One/Hope and Fear	$20.00
STV V5.01 Night/Drone	$20.00
STV V5.02 Extreme Risk/In the Flesh	$20.00
STV V5.03 Once Upon a Time/Timeless	$20.00
STV V5.04 Infinite Regress/Nothing Human	$20.00
STV V5.05 Thirty Days/Counterpoint	$20.00

Wargames

Color Code

🟥 New Item Now Available and in Stock

🟩 New Item Not Yet Released

Complexity Key

Basic Games * (Introductory Level)	**Intermediate** ** (Still good for beginners)
Advanced Games *** (Veteran gamers only)	**Master Games** **** (Too many rules)

Solitaire Suitability

Totally Unsuitable For Solitaire Play #	**Fairly Suitable For Solitaire Play** ##
Highly Suitable For Solitaire Play ###	**Can Only Be Played Solitaire** ####

Company Codes

ADG	Australian Design Group	AH	Avalon Hill
COA	Clash of Arms	COM	Command Mag (XTR)
FAS	FASA Corp.	GAM	Games Workshop
GDW	Game Designers Wrkshp	GMT	Not Get More Tanks!
GRD	Games Research&Design	IRO	Iron Crown Enterprises
JED	Jedko Games	MB	Milton Bradley Games
SDI	Simulation Design Inc.	STE	Steve Jackson Games
S&T	S & T Magazine	SUP	Supremacy Games
TAS	Task Force Games	TGI	The Gamers Inc
VIC	Victory Games	3W	World Wide Wargames
WES	West End Games	WIZ	Wizards of the Coast

Beginner's Games

JED Basic Training

This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. **$1.00**

JED Beginner's Guide to Strategy Gaming */##

A more comprehensive 55 page introductory book dealing with rules terminology & counter symbology, notes on solitaire play, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules. **$3.00**

JED Field Marshall */####

A good wargame for novice players. A well balanced hypothetical conflict in WW2 where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). With marine, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. **$20.00**

Ancient Era

AH Age of Renaissance */#

Civilization in the Middle Ages. Picks up where Civilization ends, in the 8th Century. Three to six players vie to re-establish their civilizations via trade while advancing in science, religion, commerce, communications, exploration and civics. While gains are measured in economic terms rather than territorial conquest, the proceedings are still warlike. Against this backdrop of war, plague, famine, and religious strife, such personalities as Da Vinci and Columbus appear to guide mankind to the threshold of a new beginning. Victory is not won at the point of a sword but in the acquisition and application of 26 Advances ranging from Caravan to Industry. Includes three campaigns, each of which can be played in an evening. Stunning mounted mapboard 22" x 32", three counter sheest, score pads, 64 history cards, etc. **$109.95**

Xeno Alexander's Generals */##

A magnificent game from Xeno games, this is the game of Alexander the Great's Successors squabbling amongst themselves, 323-281 B.C. The game is very similar in mechanics to Milton Bradley's *Shogun.* For 2 - 6 players, each with two historical generals, such as Lysimachus & Cassander, Seleucus & Antiochus, Ptolemy & Menelaos, etc. The 60 province cards are dealt equally to each player, and players then place their armies and garrisons. Armies have up to 18 units, and all stand-up counters have two sides, for fog of war. Units include cavalry, elephants, phalanx, missile troops, skirmishers, garrisons and triremes. Rules are simple, so you can concentrate on playing the game! For combat, each unit has an attack value against each other type of unit. For example, Elephants kill cavalry on 5+ on a D10. 23"x25" color map, 552 color stand-up counters, 60 province cards, 4 D10 dice. **$65.00**

OUT BOSWORTH */#

For 2 – 4 players, who battle until the last King controls Bosworth Field, site of the last battle of the War of the Roses in 1485. Each player has 16 cards, each of which moves exactly as a chess piece. However, traditional chess strategies will only go part of the way to developing a successful strategy. With mounted mapboard. **$40.00**

GMT CAESAR: CONQUEST OF GAUL **/###

Using GMT's Great Battles of History rules system, this game contains 840 counters of Romans and Gauls, two 22x34" maps, eight Roman legions, ten different tribes of barbarians, war galleys, sail ships and transports, a much simplified command system, the three major land battles of the war, the feared German cavalry. **$99.00**

AH Civilization */#

2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 250BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth & build cities which in turn attract commerce, this trade b/n empires fosters social & technological growth. **$85.00**

Advanced Civilization

Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, eight-player games, pillage, enhanced card attributes, simplified trading, etc! **$65.00**

RGG El Caballero */#

On to the New World! Leave the Spanish mainland behind and set sail to discover the New World. This time your trusty Caballeros help you to control the islands and the seas of this new land. Both land and sea may contain special treasures. Once new islands and lands have been discovered, players rush their Caballeros to the most valuable areas to claim them. Buy castles to protect against enemy attacks and build ships to support trade and fishing. This version includes governors and Grandes. With 40 colorful tiles, 52 power cards, 48 area tiles, 16 ship tokens, 16 castle tokens, 4 wooden blocks for leaders, rules, etc. **$37.00**

RGG El Grande */#

Spain in the middle ages. It is a time of awakening. The position of the king is secure, but the high aristocrats, the Grandes, look to expand their influence. Their primary weapons are the attendants to the king, the Caballeros. Each Grande has his favorites, recruited from the provinces, which he deploys to accumulate the power he so desires. Fencing, not with the sword, but with cunning and deceit, the Grandes struggle for power, sending the Caballeros openly into the regions and secretly to the Castillo. With 160 wooden playing pieces, over 100 cards, mounted mapboard, etc. **$74.00**

HAN Euphrat & Tigris **/#

A game of great struggle wherein four kingdoms attempt to develop commerse, religion, politcal might and food. A balance of co-operation and conquest, coups coercion, only one kingdom will reign supreme in the end. Includes the cities Ur, Ninevah and Babylon, etc. With stunningly beautiful components, including mounted mapboard, 153 civilization tiles, 8 catastrophe tiles, cloth bag, wooden monuments, 16 leader markers, 150 wooden cubes, 10 treasure cubes, etc. **$110.00**

AH Hannibal: Rome vs Carthage **/#

A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals2 decks of cards which bring out events and personalities of the period, 100 cards, mounted 22x32" mapboard, 132 political counters, 64 units & generals counters, etc. **$80.00**

AH History of the World */#

A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandonning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minoans of Crete to Alexander the Great to Napoleon, etc. A great game. 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. **$80.00**

COA Joan of Arc **/#

This is a popular European boardgame printed in English by Clash of Arms. For 3 – 6 players, ages 10 and up. For just over one hundred years England and France battled over who would sit on the French throne. Even within France itself factions developed. From this struggle heroes such as the Black Prince and Joan of Arc emerged. Long sieges followed short campaigns, bands of mercenaries marauded across the countryside. Famine and plague made matters worse. With a large mounted mapboard, 30 figures including 20 castles and 10 fortresses, 80 cards, 4 countersheets, etc. **$110.00**

GMT Julius Caesar ***/####

960 stunning counters giving each type of fighting unit of Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. Battles include Pharsalus in Thessaly, between Caesar and Pompey, Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc! **$90.00**

Dictator: Julius Caesar Module # 1

Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marius against the Cimbri under King Boerix; & Chaeronea in 86BC,, Consul Sulla against Archelaeus. **$30.00**

Jugurtha: Julius Caesar Module # 2 Has the battles Muthul River 109 BC and Cirta 106 BC with Romans versus numidians. **$36.00**

Phalanx You can't get GMT's Alexander anymore, but for those who have it, this expansion has the battles of Sellasia 221BC & Mantinea 207 BC. **$36.00**

Players Guide to SPQR You can't get SPQR anymore, but for those who have it, this is the 72 page player's guide. **$30.00**

RIO Lionheart (Lowenherz) */#

The king lies near death and the princes are all vying to succeed him. To do so, a prince must accumulate power. They do this by controlling territories. Each begins with 3 castles, and each turn must choose between adding borders around new territories obtained, placing new knights, or saving gold. A visually appealing game with 100 plastic walls, plastic castles and knights, 112 cards, 6 map pieces. **$80.00**

SMG Lords of the Renaissance ***/#

A game of conquest, trade and guile in Europe and the Middle East from 1460 – 1499, for 2 to 12 players. Each player starts as a merchant prince or small Duchy, and also acts as either military advisor or treasurer of an empire. Color mapsheet, 12 player calendars, 236 cards, 316 counters. 2nd rate components in ziplock bag. **$55.00**

AH Machiavelli **/#

A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. The game is built upon the elegantly simple system and mechanics of *Diplomacy*, but also adds sieges, bribes, garrisons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. Mounted 22" x 32" mapboard, 520 counters. **$70.00**

AH Maharaja **/#

A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of *Britannia*, each player controls several nationalities. 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. **$65.00**

AH Republic Of Rome ***/####

An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs, each representing a faction of influential Senators vying for the Consul-ship of Rome. Players ruthlessly compete for influence & popularity, using means both fair & foul. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs. **$85.00**

RGG Samurai */#

In Samurai Japan, there were three forces: peasants, clergy and nobility. The way to power led through the peasants, the clergy, to the nobility. To become a samuai, one had to be supported by one of these three forces, and have strong connections to the other two. These three forces are represented in this game by rice fields, buddhas and high helmets, the pieces made from plexiglass. The colorful board comes in four pieces, representing all of Japan. With 39 plexiglass playing pieces, 80 tokens, 4 Japaese screens, rules. Looks cute. **$74.00**

GAM Samurai Card Game **/#

Become a samurai warrior in the Sengoku period (1467-1568), seeking to gain honor by serving a feudal warlord, his daimyo. Should he follow the honorable paths of loyalty and swordsmanship, or the dishonorable but powerful way of treacherous ninjas and gunpowder weapons? Each game is a unique test of strategy. For 3 - 6 players, ages 10+. With simple rulebook, score counter, 6 dice with clan emblems on each face, two decks of cards with stunning art. **$39.95**

MB Samurai Swords */#

Milton Bradley has re-released *Shogun*, now re-titled *Samurai Swords*. This is one of the best multi-player games ever produced. For 2 to 5 players, the time is the mid-16th century, the Age of War in Japan. Five formidable warlords prepare for a climactic clash of arms. Their weapons are secret strategies, sneak attacks and deadly samurai warfare. Their goal? To crush the enemy and earn the exalted title of Shogun. Only one can succeed! You have three daimyos leading field armies, garrisons, you can build castles, fortifications or more troops, hire ninja, but be on the watch for those backstabs! With a beautiful mounted mapboard of the whole of Japan, 406 plastic soldiers, plastic money, army cards, production secrecy screens, simple to follow rules, plastic swords, 72 domain cards, etc. Note special price. **$69.95**

AH Successors **/#

The time was 326BC, and Alexander the Great had just died. Alexander had made no provisions for an orderly succession, so in a short time his Macedonian generals would be fighting among themselves to control his vast empire. A 3 to 4 player game. The beautiful mounted mapboard stretches from Europe to Persia. Each player commands two or more of the 11 generals. With 64 playing cards, mutiny, assassins, sieges, naval combat, defections, 3 counter sheets. **$99.00**

COA The King's War **/##

A two player operational simulation of the English Civil War. Each leader has his own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign. 500 counters, 22x34" map, player aid maps, charts, rules. **$60.00**

MAY The Settlers of Catan 2nd Printing */#

This medieval boardgame is the most popular board game in Australia at the moment. In this game, groups of settlers try to become the dominant group on the remote island of Catan by building settlements and cities across uncharted wilderness. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 18 counters and dice. Thoroughly recommended. **$75.00**

The Seafarers of Catan In this expansion, you control a group of seafaring settlers exploring and taming the unchartred Isles of Catan. Build ships, chart nearby waters, establish productive sea lanes, discover far-off mines. With 14 new edge pieces, 24 new hexagons including 12 water and 12 land, 60 wooden ships in four colors, 12 harbor tokens, 18 chits, rules. **$75.00**

Settlers of Catan 5 & 6 Player Expansion Expand your Settlers and Seafarers games to include more players and more scenarios! More tiles, more resource cards, more development cards, more settlements, more roads, more ships, more cities, and best of all, allows two additional players. *Feb.* **$50.00**

MAY The Settlers of Catan Card Game */#

Settle Catan! You begin play with a small principality and two settlements worth two victory points. Victory is achieved when you have 12 points. Just as in the boardgame, the player's job is to embark on a quest to dominate the land. Players earn a victory through clever trading and cunning development. Players use combinations of resources to purchase development cards, roads, settlements or cities. Has 120 beautiful cards, special dice, two wooden tokens. Very nice! **$42.50**

Napoleonic Era

OSG 1806 **/##

Napoleon's Jena-Auerstadt Campaign. Uses Six Days of Glory rules system, nine scenarios from engagements to the full campaign game, two 22x34" maps. 280 counters, OB displays. Can you as Napoleon defeat the Prussians & Saxons? **$90.00**

COA 1807: The Eagles Turn East **/##

1807: The Russians have abandoned Warsaw with the French in hot pursuit. Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over...with 400 counters for every major commander individually rated, brigades, divisions, corps, artillery, cavalry, & infantry. **$75.00**

MiH A FAMOUS VICTORY **/####

John Churchill, first Duke of Marlborough, was the greatest soldier produced by the British Isles in modern history. This game features his first two stunning victories fought during the War of the Spanish Succession, being: Blenheim in 1704, and Ramillies 1706, two great musket and bayonet battles. Battalion/regimental units. 720 two sided counters, 22x24" map (one map on each side). **$60.00**

AH Blackbeard **/####

An extremely fast paced 1 to 4 player game of the high days of pirates. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. 2 mtd mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. **$85.00**

GUS BORODINO **/####

Another stunning Napoleonic game by Games USA, this one featuring one of the most exciting battles of that time - the titanic clash between Napoleon and the Russians at Borodino in 1812. Giving a 'miniatures feel', the counters of divisions are 1" by ½", with area movement on the map, so your units look like divisions arrayed in line for battle. With four scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, providing fog of war. With 340 counters, 18"x25" map. **$43.00**

COA Close Action - Fighting Sail ***/##

The Age of Fighting Sail. Allows you to captain a ship of the line in 24 scenarios spanning the years 1780-1815, with ship versus ship to fleet actions. Covers the American War of Independence and the War of 1812, & the bitterly contested wars of Napoleon. Range attenuation and damage charts allow assessment and allocation to occur in real time. With 70 colorful ship counters, 140 status markers, charts, tables, maps, rules. **$70.00**

COA Courtisans of Versailles */#

This is a popular European boardgame printed in English by Clash of Arms. For 3 – 6 players, ages 8 and up. You are a courtier of the court of the French King, set against the backdrop of Versailles. You will successively play the part of several members of a noble family. You want to acquire honor and wealth by ingratiating yourself with the royal family. But the other players will try to embarrass you and have you sent to Bastille! With 110 cards, 2 figures, game board, etc. **$90.00**

AH Empires In Arms ****/#

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, etc! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. **$80.00**

COA Jena **/##

1806AD. With five scenarios that span the opening engagement of Saalfeld through the incredible French victories of Jena and Auerstaedt. The Campaign Game opens with the French corps exiting the mountains of Franconia and Thuringia. With 3 34"x22" maps, 420 counters, rules, combat chart, offboard movement track. **$50.00**

COA La Bataille de Corunna-Espagnol ***/##

1809, January 11th. A very much worse-for-ware British army straggles into the port of La Corunna. But what really matters to Sir John is that the fleet has not yet arrived. Can Sir John buy enough time on the field of battle to allow his army to embark upon the ships when they arrive? With 3 scenarios, 34x44" map, 200+ colorful counters, rules, historical commentary, etc. **$30.00**

COA La Bataille de les Quatre Bras ***/##

The second game in the Waterloo series. This reproduces that fateful afternoon on one 34x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Armee to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall rye and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. **$70.00**

The Art of War Magazine # 27/28 Clash of Arms magazine. This issue contains a Supermarina scenario, Etudes Militaries Nr 6, Annex F for Harpoon, an article on The King's War, a counter sheet that gives Alexander's army to fight Napoleon in the game *La Bataille de Mont St Jean*, etc. **$9.00**

COA Regulations of the Year XXII

This rulebook is the Standard Rulebook, Fourth Edition, which may be used with all *La Bataille* games. This rulebook is a guide to tactical warfare in the early Nineteenth Century. Covers all rules, counter types, terrain types, manoeuvring, etc. 60 pages + combat charts. **$20.00**

COA Leuthen ***/##

It is December 1757. Under threat from losing Silesia, Frederick marched his remaining army of 40,000 men composed of Rossbach veterans and Breslau survivors against Charles' nearly 60,000 polygenous force of Austrians, Hungarians, Imperials, Bavarians and Wurttembergers. This became Frederick's greatest victory. Unit scale is infantry battalions, cavalry regiments, artillery "sections." With rules, 40 page battle rules book, 4 maps, 200 colorful unit and leader counters, 280 markers, etc. This is a special limited edition. **$99.00**

COL Napoleon **/#

Napoleon, former Emperor of France, had returned from exile on the island of Elba, again seized power, quickly assembled an army, and marched to face the British and Prussian armies preparing to invade France. This is where the game begins. Has a full color mapboard 22" x 17" of southern Belgium. All three armies maneuvre about this board which uses a point to point movement system. The units are 84 wooden blocks with a sticker facing the player, for Fog of War. **$45.00**

OSG Napoleon at Bay **/##

It is February 1814, with the outnumbered French holding the river lines. Napoleon cannot be everywhere, and the Allies will soon be at the gates of Paris. With two 22x32" maps, 360 counters, seven scenarios plus 31 turn monster campaign, pitched battles can last many rounds, you can force march in the enemy turn, etc. **$90.00**

COA Napoleon at Leipzig **/###

His Grande Armee shattered on the Russian Steppes, Napoleon tries to regain the initiative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack him. His most stolid foe, Russia, sends its massive army lumbering across the Vistula River into Europe proper. Even Sweden has joined them. Draining every reserve the French Empire has left, he prepares to meet them. With three levels of play, excellent for solitaire or up to 8 players, 360 colorful counters, great maps, etc. **$70.00**

S&T187 Risorgimento, Italy 1848 **/##

The 4th game in the Wars of the Imperial Age series, the Italian 1848 War began against the Austrian army with the 5 Days of Milan, as the Italians arose in revolution. 280 counters represent brigades, divisions & corps. Scenarios cover battles fought in 1866, 1848, and 1859. **$30.00**

PAR Risk Deluxe */#

Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. Each player is also given a secret mission card. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300 plastic figures. **$70.00**

GMT Saratoga */###

1777 and the British under General Burgoyne march south from Canada to assault the Americans under Arnold. As the British, do you assault the American prepared positions or try to go around their flank? As the Americans, do you sit in your defenses and wait, or sortie out to meet the British in the woods where their artillery cannot help. Features 5 minute set-up, army morale track, rifle armed units, leaders, basic, advanced, and optional rules. 88 counters, beautiful 22x34" map. **$55.00**

JUM STRATEGO */#

One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you each turn your piece around. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag - that's the only way to win. The game comes in several formats, as below:

Stratego Travel **$25.00**
A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered 10 down to 1 on the actual pieces, making combat quicker to resolve. A "10" kills a "3" for example.

Stratego Compact **$30.00**
A small boxed set, with small mounted 10.5" x 10.5" mapboard, plastic pieces which clip into plastic bases.

Stratego Original **$50.00**
This is the version I own. A 19" x 19" mounted mapboard and 3D plastic pieces of little castles with the soldier's picture.

Stratego 4 **$80.00**
This is four or three player Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the numbered soldier's rank inside them, so enemy on your flanks can't see the rank.You have 20 pieces each. There is a two level plastic fortress in the centre of the board, and you must carry your flag to the top of the fortress - and keep it there - to win. Other players can capture your flag and carry it away too. Any piece can carry the plsatic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line of sight - but whatever they shoot at dies. The new rank of Captain can move 2 squares, like Scouts. You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80 3D plastic pieces, 4 plastic flags, plastic fortress. **$80.00**

DEC The '45 **/##

Bonnie Prince Charles' attempt to grab the English throne resulted in him overrunning Scotland and marching to London, but the battle of Culloden smashed all hope. This game features an accurate order of battle, the game features scenarios that allow players to examine the campaign at six important turning points. The unit scale is regimental with detatched companies. The map is point to point movement. 352 counters, map, etc. **$55.00**

OSG The Emperor's War 1805-1815 **/#

One of the best games of Napoleon's battles that I've seen. Features a beautiful full color area-movement map of the whole of Europe, including Turkey, France, Prussia, Austria, Russia, Spain, England, etc. Two to seven players vie for dominance of Europe between 1805-1815. On land, the units represent divisions of cavalry and infantry and massive grand batteries, while at sea each ship represents a squadron of sailing vessels. When opposing land armies meet for battle, the units are deployed on a battlemap, like a small miniatures game. 560 color counters, play aid cards, 22x34" map, game money, etc. **$99.00**

DEC The Sun Never Sets **/##

Three separate games of the major wars fought by the British to expand their Empire in the 19th Century. Players can march to the far flung frontiers of British civilization, engage vast hordes of natives, and plant the British flat in Khartoum, Peking, and Ulundi. The three campaigns are March to Peking, with Britain and France in 1860 taking on the Chinese: Zulu War with the British against the Zulus in 1879; and The Sudan, with three scenarios of General's Gordon and Kitchener taking on the African Mahdists. With 2 34x22" maps, 620 counters. **$65.00**

GMT The Battles of Waterloo **/##

Modern warfare's most famous battle. Do you try to take Hougomont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios. Features rules with a historical flavour, 480 counters, 3 double printed maps. **$80.00**

AH War & Peace **/##

In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation. Incensed by this outrageous affront to the legitimacy of their royalist goverments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard and 1040 counters featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. **$60.00**

COL War of 1812 */#

In July 1812, the young American Republic sought to redress grievances against Britain by declaring war and invading British territory (Canada) to the north. After a bitter thirty month struggle known as the War of 1812, the conflict ended in a negotiated stalemate. With a full color 32"x11" period map with town to town/lake to lake movement system; 50 wooden pieces with a sticker on one face to give fog-of-war, simple rules. **$36.00**

AH Wooden Ships & Iron Men **/#

An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! **$60.00**

American Civil War

SG Bloodiest Day: Battle of Antietam **/###

Featuring a beautifully handpainted 22x34" mapsheet, this game is based loosely upon the *Turning Point at Stalingrad* system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War battle as attack and counterattack build to a crescendo of combat. Units are brigades, half brigades, and supporting artillery. Players must think in terms of getting their corps comanders to commit their brigades and divisions to the right place at the right time - there is no micro-management. 176 counters, represent this hard fought battle in 1862, which sees the end of Lee's invasion of the North. **$60.00**

COL Bobby Lee **/#

Another excellent wooden-block game from Columbia Games. This game brings to life the American Civil War from 1861-65, covering the war in the east between Richmond and Washington. You can fight a campaign or five scenarios covering First and Second Battles of Bull Run, Antietam, Fredericksburg, Gettysburg, etc. With a stunning hex based full color 22" x 25" mapboard, 84 wooden counters with stickers, etc. Once enemy units both occupy the same hex, a battle is resolved using a full color battlefield map, with left and right flanks, centre, and reserve, for both players. **$52.00**

GMT Glory */###

Covers three battles, First Manassas, Second Manassa and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. The scenario booklet includes unit deployment, very few optional rules, and specific victory conditions; high suited to solitaire play, and all battles occur on single maps. 400 counters, 2 x 22"x34" maps. **$70.00**

COA Lees Takes Command **/##

A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invinsible Army of Northern Virginia.. Includes a 22"x34" map, 240 counters, two rulebooks, player aid cards. **$37.00**

AH On to Richmond **/##

The 6th in the Great Campaign series. The Civil War has been raging for over a year and neither side is close to a victory. This game covers the Peninsula Campaign, April - June 1862. Includes 8 scenarios and an entire campaign. **$80.00**

COA Summer Storm **/##

Recreates the climactic week of action that decided the month and a half long Gettysburg campaign in 1863. With a unique system of command points and divisional activation chits. With four lovely hand painted tactical maps making a total area of 51x44", plus two doubleblind operational maps, each 17x22", 980 counters, full color order of battle charts, scenarios,, historical commentary. **$130.00**

COA The Army of the Heartland **/##

During the four bloody years of the American Civil War, many of the most important campaigns occured in the West, the "heartland" of both sides. It was here that the rebel Army of Tennessee poured out its blood; Johnston bleeding to death in a Shiloh peach orchard...the fruitless victory at Chickamauga. With over 90 individually rated leaders, 560 counters, two 34" x 22" maps, nine scenarios plus campaign. **$60.00**

SG They Met at Gettysburg **/###

Featuring a beautifully handpainted 22x34" mapsheet, this game is based loosely upon the *Turning Point at Stalingrad* system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War battle as attack and counterattack build to a crescendo of combat. Units are brigades, half brigades, and supporting artillery. Players must think in terms of getting their corps comanders to commit their brigades and divisions to the right place at the right time - there is no micro-management. 352 counters represent this three day battle, the bloodiest ever fought in America, which saw the defeat of the Confederate army. **$60.00**

World War One

COA Africa 1880 */#

A stunning boardgame by Clash of Arms. Relive the African colonial adventure! Between 1880 and 1914, European nations fiercely raced to gain control of the "dark continent". Each player represents a nation exploring and colonizing Africa. The success of their adventure, however, has more to do with intrigue in the luxurious parlors of the embassies than hacking through the jungle. Negotiating alliances and declaring war are what change the face of the world! With 22 resin-cast, stained miniatures, 180 counters, a stunning mounted mapboard of Africa, and rules. Nice, simple rules! **$100.00**

AH Diplomacy */#

A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. **$65.00**

COA Home Before the Leaves Fall ****/###

This is the best and most comprehensive WWI wargame ever released. The game covers that fateful summer of 1914, when the German Empire made its strongest bid for victory in the West. In addition to the grand campaign game, scenarios highlight specific army actions during the battles for the Frontiers, the Retreat from Mons, and the Miracle of the Marne. Units represent battalions, regiments, brigades, and divisions which in turn comprise corps and armies. 3,080 beautiful counters feature full color period national symbols and heaps of unit detail. Also has two 34"x22" maps, 24 army charts and displays, standard rulebook, exclusive rules and scenario book with historical commentary. **$124.95**

COA Landships */##

Covers the Great War at grand tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geomorphic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughters of 1914 to the sophisticated combined arms offensives of 1918.. **$45.00**

The Art of War Magazine # 25 Advanced Rules for Landships. **$4.00**

SMG Luftschiff */###

The player controls the crew of a Zeppelin over Britain, Europe, or Africa during the first World War. Each game is a single bombing run, and as the campaign progresses, enemy resistance increases, with new rules and advanced defenses being used. Second rate components in ziplock bag. **$32.00**

GRD March to Victory ****/###

This war to end all wars was fought in the dawn of new technology that laid waste to vast empires and their armies. Virtually all our modern weapons were first used in this war. The tactics were not. Mass attack resulted in mass destruction. The Great War with Europa rules, from 1914 to 1916, on the Western Front! 16 miles to a hex, two week turns, naval and air power is represented. Basic formation is at divisional level, with regiments, brigades and battalions. Two half maps, one full map. 3.360 counters of Germans, British, French, Dutch, Belgians, Swiss, Italians, Austrians, etc. Central Powers; Entente and Neutrals OB books. Lots of scenarios. Off maps strategic operations. **$185.00**

S&T186 Over the Top! **/##

General Von Kluck's German First Army was to sweep through Belgium and northern France to trap the Allies in Paris, but the Battles of Mons and the Marne, in 1914, put paid to the German strategy. Map and 280 back printed counters. **$22.00**

SMG Pancho Villa */#

A different style of wargame. One player controls the American punitive expedition to punish Pancho Villa and his four regiments of bandidos. The Americans have repeater-armed cavalry, three troops of volunteers in flimsy trucks, a couple of machine guns, etc. Second rate components in ziplock bag. **$22.50**

S&T180 Reinforce the Right! 1914 **/#

A game for two players based on the opening campaign of World War One in 1914. One plays Germany, and the other French, British, and Belgian units. Can you as Germany bring to completion the Schlieffen Plan to reinforce the right sufficiently to take Paris? Can you as the Allies stop this from happening? 280 counters, large map of Belgium, France, & Germany. **$27.00**

AH Richthofen's War **/#

All the drama and action of aerial combat over France during WWI. Each player controls one airplane, attempting to shoot down opponents on the way to becoming an ace. Each aircraft is unique in its own performance. With 22"x24" color mapboard of France, 180 counters, rules, scenarios, aircraft status pad. **$55.00**

AP The Great War at Sea Vol I **/##

This is the most stunning WWI naval wargame I have seen. With gorgeous full color counters of ships that fought in the Mediterranean from 1911 to 1918 from the countries France, Russia, Austrai-Hungary, Turkey, Germany, Great Britain, Italy, and Greece. Players plot the movement of their fleets on the strategic map in advance. When opposing fleets meet, play moves to the battle map where ships maneuver and fire on each other with guns and torpedoes. More than 50 scenarios recreate naval actions in the Mediterranean, and range from small actions to a massive campaign game covering the whole war in that theatre. With 8 pages of rules, 280 ½" inch counters and 180 1" counters, three maps. Fantastic. **$80.00**

AP The Great War at Sea Vol 2 **/##

The complete World War I Northern Sea War, including the North and Baltic Seas. With stunningly beautiful counters. For four long years the British and German fleets warily eyed one another across the cold, chilly gray of the North Sea. Only once they came to blows. Can you break the deadlock of the Great War in a single afternoon? Fleets maneuver on the strategic map, and battle on the battle map. With more than 50 scenarios including the Battle of Jutland. 670 counters, 8 pages of rules, 24 pages of scenarios. Thoroughly recommended. **$95.00**

AP The Great War at Sea Plan Orange **/##

What would have happened if the USA and Japan had gone to war in the early 1930s? When their carriers were equipped with bi-planes only? The US developed the Navy Plan Orange to deal with such an eventuality. Now you can pit the 1930 US and Japanese fleets against each other and find out what would have happened. Scenarios include small engagements up to a Jutland sized battle. With 210 stunning counters, 2 maps, 8 page rules, 12 page scenarios. **$60.00**

S&T192 The Great War in the East 1914-18 **/##

The battles that raged on the Eastern and Italian fronts of World War I had effects so broad and far reaching that they are felt in the world today. The result of these battles-of four years of total war-were that the great imperial hegemonies – German, Austro-Hungarian, Russian and Ottoman – were dead, and that from their ashes was to emerge communism, fascism and the origins of decades of conflict. With a beautiful map and 400 back printed counters. **$36.00**

SPW The Schlieffen Plan **/###

As WWI begins, German general von Schieffen envisions a powerful group of German armies quickly moving through Belgium and northern France to attack Paris from the rear, while weaker forces protect the German border with France. But the Belgium armies resist, and Britain sends forces to help Belgium and France. This is your chance to see if you can do better. 560 double sided counters. **$60.00**

PAN Warlords **/#

An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation. **$2.00**

World War Two

AH Atlantic Storm **/#

From September 1939 through May 1943, the German Wolf Pack submarine force sank 2,452 Merchant Marine vessels carrying 13 million tons of needed war materials for Great Britain. Includes two decks of cards, one with 40 historical convoys, the other being 112 cards of the forces of the two opposing sides. Even the Bismark and the Hood are included in the game, as both players fight battles over the 20 convoys that sail in each game. The cards feature stunning artwork with B&W photos of ships, subs, aircraft, weapons, leaders, etc. A great looking game with nice short rules. 2 to 6 players. **$54.00**

MB Axis & Allies **/#

A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic minatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. **$90.00**

The World At War By Xeno Games, this is a deluxe *Axis & Allies* expansion. Gives new rules that allow for more realism to the game and actually starts the game in 1939. These rulesmay be used with either 1st or 2nd ed A&A. This boxed expansion comes with 238 plastic playing pieces in four colors, and a 18"x30" full color map that is very easy to see where all the countries etc are. More territories have been added, the Germans can build SS troops; there are rules for cruisers, and the Japanese can do Banzai charges. There are rules for paratroopers, and beware! Those minor countries are now fully armed! **$75.00**

A&A Accessories By Table Tactics, contains 275 new plastic pieces and instructions. New pieces include heavy fighters, jeeps, jetfighters, land mines, landing craft, superbombers, V2 rockets **$60.00**

Central Powers By Table Tactics, contains 200 new plastic pieces and instructions. New pieces include MGs, artillery, AT guns, WWI tanks, Half tracks, cruisers and destroyers. **$60.00**

New World Order By Table Tactics, contains 200 new plastic pieces and instructions. New pieces are for modern day combat, including helicopters, jet fighters, tanks, APCs, hovercraft, etc. **$60.00**

Spanish Civil War This variant includes two light card B&W maps of Spain, plus limited rules. You need A&A pieces and rules to use. **$20.00**

JED Europe at War */###

A low complexity grand strategy game where 1 to 4 players direct the eco-nomic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armoured corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants. **$20.00**

XEN Europe at War */###

By Xeno Games, this magnificent game of WW2 in Europe & North Africa is in the league of *Axis & Allies*. With 290 plastic pieces in 6 colors, representing infantry, tanks, artillery, fighters, bombers, merchants, transports, battleships, escorts, carriers & subs. The rules are short and simple too! The game starts in 1939 with the invasion of Poland, and continues until one side wins. Two to five players can play, controlling between them the countries France, Britain, Poland, Russian, USA, Germany, Italy, Rumania, Hungary, Bulgaria, & Finland. All the minor powers are represented too, including Greece, Portugal, Switzerland, Turkey, etc. Players receive income to buy new units, they can develop technology; you can deliver armored breakthroughs, aircraft can be used for Air Cap, Tac Air Support, Strategic Bombing, or Air Transport. You launch amphibious assaults, send convoys, there are fortifications. There are 15 fields of technology, including A-bombs, rockets, armor, submarines, etc. Also has 119 counters, full color 24x36" map, 70 mini poker chips. Very thoroughly recommended! **$80.00**

Russia at War This expansion includes new charts and set up for a 1941 starting time, additional Russian playing pieces, additional German and Italian pieces, additional pieces for partisans and neutral countries, printed play money, etc. **$45.00**

GMT INVASION SICILY 1943 **/###

Step into the shoes of Patton and Montgomery to lead Allied forces into Sicily in the largest Allied amphibious invasion of WWII. The Germans resisted the Allies for six weeks before being overwhelmed. Can you do better? With four scenarios, and the option to use different invasion strategies. 240 counters, 22x34" map. **$60.00**

DEC KRIEG **/###

WW2 in Europe as an engaging game for 2 or 3 players. Of modest complexity with high solitaire potential. Can Britain form an effective coalition? Will Stalin break the Nazi-Soviet Pact? With economics and diplomacy resolved through card play, this game features plenty of intriguing twists and turns. This game is the old fashioned "pre-rules-lawyer" style of game, an old fashioned panzer pushing good time. With 420 counters for all major beligerants of Europe, 2 34x22" maps, etc. **$70.00**

GMT Operation Mercury **/###

The Allied forces have retreated to Crete, and Hitler must take the island a.s.a.p. so that the Allies cannot keep airbases there. as it is May and the invasion of Russia was set for June. So he sends in his crack Paratroop units and a Mountain Division. Includes 400 counters, including Australia and New Zealand, 2 22x34 mapsheets, dice, etc. **$60.00**

AH Squad Leader 4th Edition ****/#

An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards. Includes 12 scenarios, plus comprehensive skirmish rules. $70.00

Cross of Iron An east-front expansion for *Squad Leader* that features a restructured armor and artillery system, as well as new troop types (eg elite) and support weapons. Includes 8 scenarios, an 8"x22" mapboard, 1096 counters. $55.00

Crescendo of Doom Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapsboards, 1324 counters. $65.00

GI: Anvil of Victory Its the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. $80.00

COL Victory: The Blocks of War **/#

An absolutely stunning new game from Columbia Games, using their excellent wooden blocks to create fog-of-war. Featuring a mythical map, this is a fast paced strategy game. You command a variable force of army, navy, and air units, over four geomorphic maps that can be joined together in a variety of ways. You can choose from ten WW2 unit types including fighters, bombers, carriers, battleships, armor and infantry. 100 wooden counters with great new graphics; 4 16"x11" mapboards. Each wooden block has 4 steps, each being one division, 100 planes, battleship, etc. $75.00

Victory: Desert/Canal Mapset Contains a desert map and a canal map. Each full color mapboard is geomorphic and 16"x11". $18.00

Victory: Island Mapset Contains two island maps, each with two coasts. Each full color mapboard is geomorphic and 16"x11" $18.00

Victory: Ocean Mapset Contains two ocean maps, one with islands, the other with two coasts. Each full color mapboard is geomorphic and 16"x11" $18.00

Victory: Standard Block Set Contains 50 extra wooden blocks of one color and 50 unit stickers, which are 8 Fighter, 4 Dive Bomber, 4 Hvy Bomber, 4 Subs, 4 Battleships, 4 Carriers, 4 Armor, 2 Airborne, 4 Marine, 12 Infantry. Available in four different colors, please state which you want: Green, Blue, Red, Gray. (Green & Grey Block Sets let you have 3 or 4 players in a game, and come with a scenario.) $22.00

Victory: Elite Block Set Contains 50 extra wooden blocks of one color and 50 new unit stickers, which are 4 Jetfighters, 4 Torpedo Bombers, 4 Medium Bombers, 6 Destroyers, 4 Cruisers, 4 Elite Armor, 4 Artillery, 4 Mechanised, 2 Mountain, 2 Engineers, 2 Marines, 4 Supply Units, 6 Resource Units. Available in four different colors, please state which you want: Green, Blue, Red, Gray. (Green & Grey Block Sets let you have 3 or 4 players in a game, and all come with a scenario.) $22.00

ADG World In Flames Deluxe 6th Edition ***/####

Award-winning Australian game. A strategic level game of the Second World War. Seven full color maps portray all the theatres of war: Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Atlantic, and more importantly, Australia. 3,400 full color counters represent the armies, corps, and divisions, the aircraft carriers, battleships, cruisers, and air groups that took part. Players make strategical decisions that decide the fate of nations. What forces to produce, where to commit them, and when and how? This final edition has new, graphically stunning maps and counters. The maps have larger hexes with the most accurate terrain yet seen in a strategic game. This deluxe version includes Ships in Flames, Planes in Flames, Asia Aflame, Africa Aflame, and Mechs in Flames. All their rules have been revised, simplified and incorporated into the main rules. With scenarios and campaigns. Thoroughly recommended. $169.00

World In Flames Classic Basic edition. $80.00

Afa/AsA Update Kit Replaces Africa Aflame and Asia Aflame for all players of World in Flames~the Final Edition. It contains new counters, and the revised maps are now of the same stunning quality as WiF~the final edition. Has 400 counters and maps for Africa and Scandanavia. $39.00

AMERICA IN FLAMES This is a complete game. 2 – 5 players fight for control of the Americas in 1945, after the Axis powers have conquered all of Europe and Asia. Germany, Italy and Japan must attempt the largest naval invasion in history, as they attempt to conquer North and South America. USA and the remnant forces of the Commonwealth try to delay the Axis conquest long enough to let US scientists develop the superweapon that will win the war. Both sides try to woo the neutral South American countries to join them. With 840 counters, 2 x 594x840mm maps, rules book, charts, dice. $99.00

AMERICA IN FLAMES Update Kit Contains as above, except only has incomplete rules. You must own WiF Deluxe to use this. $85.00

CARRIER PLANES in Flames 280 counters, the Carrier Planes in Flames rules supplement, Final Ed combat charts, Terrain Effects Chart. $30.00

DAYS OF DECISION II A game of politics and war during the volatile years 1936-46. You, as leader of one of the nine major world powers, must guide your country through these dark and difficult times, pitting your wits against the other world leaders to ensure that your ideology holds true and your country is victorious. With 800 counters, large map, rules, charts. $70.00

PLANES IN FLAMES GOLD EDITION (With over 20 new aircraft types) Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, , 5th Ed. WIF errata (!), etc. Special $10.00

ASIA AFLAME Gold Edition Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. $10.00

WIF Annual 1998 Includes Leaders In Flames expansion, with 140 counters, players notes for every major power, 16 page rules insert, all the latest from the WIF world, etc. $50.00

Advanced Squad Leader

ASL News!

Multi-Man Publishing have acquired the rights from Hasbro to continue producing Advanced Squad Leader. They are currently working on several new titles, plus a re-vised reprint of the basic rules. The first new product is the ASL Journal Issue One.

AH ADVANCED SQUAD LEADER ****/####

This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! *Reprint version due June?* $90.00

ASL ANNUAL '91 64 pages with 16 scenarios. $30.00

ASL ANNUAL '92 80 pages with 14 scenarios. $30.00

ASL ANNUAL '96 Full of new scenarios, etc. $35.00

ASL CLASSIC In *ASL Annual* format, this magazine presents many out-of-print ASL articles & scenarios. $24.00

ASL Journal Issue One The first new product from MMP, the new producers of ASL. A 64 page journal similar to the previous Annual. Includes an article on smoke in ASL, how to use 2nd rate AFVs, a Red Barricades campaign, Chapter S (Red Barricades solitaire), jungles, and heaps of top quality scenarios from all periods of the war. $40.00

ASL Journal Issue Two Scenarios, 22"x32" hiostical map, counter sheet, campaign of fighting in Okinawa. *Due Dec '99.* $40.00

BEYOND VALOR MODULE 1 Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. $90.00

PARATROOPER MODULE 2 This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. $55.00

YANKS MODULE 3 The American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E , plus U.S. vehicle notes for chapter H. $95.00

PARTISAN! MODULE 4 Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32). $45.00

WEST OF ALAMEIN MODULE 5 An expansion set that features the British army, with 1264 counters representing eveything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. $115.00

THE LAST HURRAH! MODULE 6 Eight challenging 1939-'41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-slavia. Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors). $45.00

HOLLOW LEGIONS MODULE 7 This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. $60.00

CODE OF BUSHIDO MODULE 8 Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc), plus Japanese additions for chapter H. $95.00

GUNG-HO! MODULE 9 Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G, Chinese notes for Chapter H, two mapboards (#38 & 39, 19 beach/sea/river overlays, and 8 scenarios. $115.00

CROIX DE GUERRE (Cross of War) MODULE 10 This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. $85.00

DOOMED BATTALIONS MODULE 11 9th April 1940 - threatened with aerial bombardment of Copenhagen, the Danes quickly surrendered, but because of poor communications the news did not reach the front lines. Mapboards 44-45, 8 new scenarios with overlays, and, Allied Minor Armor and Ordnance. *June?* $85.00

RED BARRICADES HISTORICAL MODULE 1 The mapboard, 31x45", has 1" hexes depicting Stalingrad's huge Red Barricades ordnance factory and surrounding environs. Also Chapter O, 88 counters for marking fortified buildings, Cellers, AT ditches, etc. Includes three separate Campaign games for street fighting. $70.00

KAMPFGRUPPE PEIPER 1 HISTORICAL MODULE 2 A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. 31" x 45" full color map, 400 counters, 4 scenarios, the Campaign game and Chapter P. $80.00

KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3 A companion that expands upon the MODULE 2. Includes update to Chapter P; three different campaign games. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. Six scenarios, and one monster scenario uses all the maps! 2 maps, 7 scenarios, counters, Chapter P rules update. $95.00

PEGASUS BRIDGE HISTORICAL MODULE 4 The glider-borne D Company, 2nd Oxfordshire and Buckingham Light Infantry seize a key bridge over the Caen Canal in Normandy. They repulse eight different German counterattacks from the 21st Panzer Division and 716th Infantry Division until relieved. With on 22"x32" map, Chapter Q. 224 counters, 16 scenarios. $70.00

BLOOD REEF: TARAWA HISTORICAL MODULE 5 Follow the 2nd Marine Division ashore as they attempt to seize the island of Betio. With two hand-painted mapsheets depicting the Japanese stronghold. *July.* $?

A BRIDGE TOO FAR HISTORICAL MODULE 6 British Paratroopers sieze a grand bridge in Arnhem and hold out against the 9th and 10th SS Panzer Divisions, and are soon fighting over city blocks. *October.* $?

SOLITAIRE ASL SOLITAIRE MODULE 1 /##### Has numerous charts and tables for generating enemy units, random events, and mapboard configerations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. With 14 new scenarios, 260 counters, generation cards, Chapter S. $80.00

ASL & Squad Leader Boards

The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price. ASL & SL Boards 3, 4, 8, 9, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with big hexes) B, C, D, E, F, G. $12.00

Critical Hit
ASL Supplements

Critical Hit Magazine Issue # 7 Includes 7 color counters, six scenarios being Poland 1939, Russians try to break out of the Kiev pocket, France 1944, Canadians in action 1944, a disastrous US attack in Germany 1944, West Front 1945. Also an indepth look at para-drops, play notes on the Canadian army, scenario replays, etc. $26.00

Critical Hit Magazine Issue Vol 5.1 50 pages with scenarios set in Belgium 1940, Kharhov 1943, Russian winter offensive in 1942, a Finland 1939 campaign, Russia 1941, etc. $30.00

All American: 82nd Airborne Module 1 Stars the paratroopers of the 82nd Airborne "All American" Division that dropped out of the night sky before the landings on D-Day. With a professionally printed game map on heavy stock, designers notes, a historical booklet, ten scenarios with a battle manual, and B&W photos of locations. $20.00

Armored Stand - Platoon Leader Pack II A campaign game for *Platoon Leader* listed above. Depicts the battle for San Manuel in the Philippines of 1945. You can command the units of the late-war Japanese 2nd Tank Division in its battle against the American 25th Infantry Division and support units. Includes new terrain featues such as palm trees, a cemetery,etc. $16.00

ASL '96 Pack Ten scenarios that require ownership of boards 2,5, 6, 10, 16, 17, 18, 11, 20, 21, 23, 35, 37. Scenarios include Sicily 1943 with the Big Red One taking on the 15th Panzergrenadiers Division, China 1938 where Chinese Communists fight the Government, France 1940 where K Battery of the Royal Horse Artillery took a stand to delay the attacking Panzers south of Dunkirk, Malaya 1942, Hungary 1945, Korea 1950, etc. $16.00

ASL Cemetery Hill You must own *Platoon Leader* to use this campaign. A new campaign depicting the fighting on Crete between the Greek and New Zealand troops and German Fallschirmjager; including printed color overlays, a new reinforcement group chart, scenarios, etc.$13.50

ASL News Pack 1 Eight scenarios by top European designers. Includes German armor versus Polish fortifications, Belgium 1940, Holland 1940, German drive into Russia in 1941, Japan invades Vietnam in 1939, and a Russian village under attack in 1941. $16.00

ASL Platoon Leader 2.0 This second edition includes complete campaign game rules, ready to slip into your ASL rulebook, and all the scenario details required to run the campaign game Primosole Bridge, which depicts the fight for the bridge called Primosole in Sicily, 1943, between German and British paratroopers. Includes campaign, new rules, color overlays. etc. $19.00

Aussie-ASL '97 Pack A fresh batch of eight hand-crafted scenarios designed by the Paddington Bears ASL Club of Sydney. The scenarios include a battle in the Spanish Civil War, China versus Japan in 1937, France 1940, Russia Front 1942, Guadalcanal 1942, Tunisia 1943, Burma 1943 and 1942. $16.00

Aussie-ASL '98 Pack ten fresh tournament style scenarios, including Italians in Yugoslavia in 1941, Kursk 1943, the Japanese in Indian in 1944, Bondeno in Italy 1934, Aussie tanks in the East Indies in 1945, etc. $20.00

Dzerhezinsky Tractor Works Battle of Stalingrad October 14-15th, 1942, depicting the fighting between the elite Soviet 37th Guards and the German 305th Infantry Division supported by the tanks of the 14th and 24th Panzer Divisions. Includes large, full color map of the factories, rules to cover special terrain, rules for Platoon Leader, 4 big! scenarios. $20.00

Euro-Pack II: The Battle of the Bulge Eight scenarios that follow the Bulge, including house to house fighting in Belgium, a hidden Sherman wreaks havoc, German infantry attack US gun positions, etc.$18.00

Euro-Pack III: Late War '44-'45 Eight scenarios, including US M18s fighting Japanese Type 97s, US paratroopers in Normandy 1944, Red Devils are forced back by German tanks, a US assault with Wasps on a German held village,etc. $18.00

Gembloux: The Feint A set of eight scenarios and a new Platoon Leader campaign game. The set depicts the fighting during the Battle of France 1940 including an historical booklet. Includes a full color map extension depicting a Belgian village, play aids, etc. $29.00

Leatherneck II 8 new scenarios focusing on the USMC in WWII, including marines assaulting Japanese defenses in 1943, marines make a desparate defense to hold a beleagured beachhead, an armored clash on Palau Islands, etc. $15.00

Pointe Du Hoc The invasion of Normandy 1944 saw three companies of American Rangers assault a battery of six French 155mm howitzers. However, the Germans had well defended positions and cliffs on their side. With 24x30" map, five new scenarios. 132 Die-cut counters, & campaign. $48.00

OAF (On All Fronts) Pack I Has ten scenarios, including a Soviet T-34 counter attack aginst a German Tiger I advance, the American 82nd Airborne verses SS Panzergrenadiers, Soviets try to close the last east-west corridor into Berlin in 1945, a Japanese assault in 1942 leaves them trapped, etc. Also has a small wood, river, and village. $16.00

Rout Pak III 8 new scenarios including British A13s getting their but kicked by Pz 38(t)s, French forces including S35s defeat Germans in 1940, British invade Vichy Africa in 1942, etc. $15.00

Ruweisat Ridge The First Battle of Alamein, 1942, in North Africa, between theAfrika Korps, Italians, and Allies. With 28x30" map, six historical scenarios, campaign, OoB, rules. $30.00

Scotland the Brave The Epsom Offensive, from June 28-30, 1944, saw Hitler gather the best of his remaining Panzer Divisions and break them against determined resistance mounted by untried British troops. With large full color map of the battle, heaps of scenarios. $45.00

Stonne 1940 Depicts the bitter battle for the crucial village of Stonne, and its dominating heights, during the battle of France, 1940. This early tank warfare saw waves of B1bis, H-39, FCM-36 trying to sweep away the Germans. $45.00

Soldiers of the Negus A new module depicting the Italian conquest of Ethiopia. Includes a sheet of mounted counters, nine scenarios covering a wide variety of actions from 1935-36, a historical booklet, and a new rules section. Was the Italian-Ethiopian war a simple conquest of tanks, machine guns and aircraft against spears? Find out! $26.00

STALINGRAD Critical Hit '97 Special Includes a full color map of the Grain Elevator, for the Battle of Stalingrad, September 14th, 1942, as well as scenarios to use with it. Also a solitaire campaign to use with the Dzerhezinsky Tractor Works, and a plethora of other scenarios & articles too. $34.00

Those Ragged Bloody Heroes The Australian 7th Division at Gona, Nov 29, 1942. From the steaming jungles and among the razor sharp grasses known as kunia, your Australian soldiers must push the Japanese out of New Guinea. 6 squad level historical scenarios, map, campaign. $30.00

Europa Series

GRD BALKAN FRONT ****/####

Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overran Yugoslavia and Greece, and the German airborne assault on Crete. With two maps, 720 counters, scenarios covering the grand campaign and the campaigns in Greece, Yugoslavia and Crete, etc. $75.00

GRD FIRE IN THE EAST ****/####

Covers the war in the Soviet Union from the start of the Barbarossa invasion in June 1941 through to the end of the Soviet winter counter offensive in March 1942. Six maps stretch fro Warsaw to Stalingrad. Terrain is analysed in detail with over 20 different types. 2,500 counters. The most accurate order of battle ever published for the Eastern Front. The rules include extensive armor and anti-tank effects, plus special capabilities for many other unit types, from assault engineers to paratroopers. German panzer spearheads can break through the front easily, but soon find themselves outrunning their supply lines. $150.00

GRD FOR WHOM THE BELL TOLLS **/####

The Spanish Civil War, fought from July 17, 1936 to April 1, 1939. The supine and hypocritical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the Insurgents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts. $130.00

GRD POLAND - FIRST TO FIGHT **/####

On Sept 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzkrieg swept over Poland and in 30 days the balance of power was reshuffled and Europe was at war. The two maps in this game depict Poland & its neighbours at a scale of 16 miles per hex. The counters represent the German, Polish & Soviet forces that fought in the campaign. 1.056 counters, 2 maps, rules, scenarios. $120.00

GRD SECOND FRONT *****/####

This game depicts the western Allied campaigns in Italy, France and Germany, from 1943 through to 1945. All the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibious invasion systems, political and strategical rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters! 4 maps, charts, rules. $225.00

Updated Second Front Counter Sheets $25.00

GRD STORM OVER SCANDINAVIA ****/####

It started off as a what-iff scenario on how to invade Norway. It ended up as a full-blown, multi-corps invasion on the eve of Germany's invasion of France. With 1,400 counters, 9 map sections, rules, OB books, charts, etc. $125.00

GRD WAR IN THE DESERT *****/####

This game recreates the struggle for North Africa and the Near East, from O'Connor's offensive against the Italians in '40 to the Axis surrender in May '43. Contains all the forces from British cavalry to Tiger tanks, from Italian CD.42 biplanes to giant B-24 Liberators. Has the Europa forces and orders of battle for Turkey, Iran, Iraq, Transjordan and Egypt 1939-45, the forces garrisoning North Africa and the Near East for Great Britain, Italy and Vichy France; American forces available for operations in Europe, Africa, and the Near East, 1939-42. With 1,680 counters, 7 maps, rules, OB books, charts. $190.00

GRD WAR OF RESISTANCE **/####

War of Resistance, China, 1937-41 is a detailed, operational level game which chronicles the second Sino-Japanese War starting on July 7th, 1937. Viewed as the true beginning of World War II, this game covers the conflict through to the Japanese attack on Pearl Harbor. Although often forgotten, the Japanese war effort into China was immense and exhaustive, absorbing the majority of Japanese ground forces – forces which were needed elsewhere. With 1,960 counters, five maps, rules, OB charts, etc. Unit scale, divisions, regiments, battalions. $200.00

GRD **EUROPA MAGAZINE # 49** The official Europa Magazine, issue # 49, focusing on the war at sea during WW2, covering the Soviet navy, Royal Navy Order of Battle 1939-40, Reducing Dice Rolls on Second Front, etc. $12.00

GRD **EUROPA MAGAZINE # 50** The official Europa Magazine, issue # 50, focusing on the war in the air during WW2, including the Luftwaffe in the East, the French air forces, Rapid Fire Bombing, etc. $12.00

GRD **EUROPA MAGAZINE # 52** The official Europa Magazine, issue # 52, focusing on Canada at war in WW2. $12.00

GRD **EUROPA MAGAZINE # 53** The official Europa Magazine, issue # 53, including British airborne units, siege of Belgrade. $12.00

GRD **EUROPA MAGAZINE # 54** The official Europa Magazine, issue # 54, containing a scorched earth Naval system. $12.00

GRD **EUROPA MAGAZINE # 55** The Europa Magazine, issue # 55, focusing on the Italians in WW2, with a magnificent historical commentary $12.00

GRD **EUROPA MAGAZINE # 56** The official Europa Magazine, issue # 56, with a Second Front campaign, German Pocket Battleships, Italian human torpedoes, etc.. $12.00

GRD **EUROPA MAGAZINE # 57** The official Europa Magazine, issue # 57, covering Bulgaria invading Yugoslavia in 1940, the Dodecanese Campaign, and many other articles. $12.00

GRD **EUROPA MAGAZINE # 58** The official Europa Magazine, issue # 58, covering the War in Russia. and many other articles. $12.00

GRD **EUROPA MAGAZINE # 59/60** The official Europa Magazine, issue # 59/60, covering D-Day, including Omaha Beach. $24.00

GRD **EUROPA MAGAZINE # 61** The official Europa Magazine, issue # 61, covering the German withdrawal from Finland. $12.00

GRD **EUROPA MAGAZINE # 62** The official Europa Magazine, issue # 62, covering the war in Spain, 1940 - 1944. $12.00

African Campaign

JED AFRICAN CAMPAIGN 2nd Edition */####

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignor stubbom concentrations of defensive lines. **$25.00**

COL MEDFRONT **/#

You must own West Front to use. This game simulates the tragic and chaotic civil war between Nationalist and Republican forces that engulfed Spain from 1936-1939, and the campaign game of the Desert War, from 1940 - 1943. With two full stunning color maps, 50 wooden counters with stickers giving fog-of-war, and compatible with West Front and East Front. **$46.00**

COL ROMMEL IN THE DESERT **/#

The third game in Columbia's superb East Front series, which uses one hundred 20mm square blocks for counters, which are rotated to record step losses, and also provide realistic fog of war. This is a very fast moving, challenging, tense and playable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic choices as generals, rather than trying to get that perfect 3:1 attack on units in front of your forces. Color mapboard is 12" x 36". 7 scenarios. **$60.00**

UGG Triumph & Fall of the Desert Fox **/###

By the German company UGG. This game is the smallest and easiest game of the *Empires of Apocalypse* series. Perfect for beginning wargamers, it includes a quick start card of 2 pages, allowing you to start playing the game without reading the rules. Unboxed, with 280 counters, 4 maps, player aid cards. **$50.00**

MOM TRIUMPHANT FOX ***/###

Panzerarmee Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flirt with disaster at the same time. When the sand settled four weeks later, Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative *highly interactive* sequence of play. Includes 240 counters, 22x34" map, rules, historical commentary, campaign and several scenarios. **$50.00**

TGI TUNISIA Nov 1942-May 43 ***/###

A showdown between Rommel and the Allied forces in Tunisia. Wedged between on-coming Allied forces, the Axis forces must choose who to assault first. Rommel chose to strike the green and untried Americans - will you? The game is unique in that both air forces are evenly matched, so anything can happen. With 780 counters, series and game rules, charts, 6 scenarios, etc. **$75.00**

Western Front

COA ACHTUNG - SPITFIRE **/#

This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in whic the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to recreate famous missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22" map, rules, etc. **$75.00**

AH AIR FORCE ***/#

A rather complex game that re-creates historical air battles from the Battle of Britain through to the massive air offensives over German. Each aircraft has its own counter and data card, with strengths and weaknesses. Color data cards for 30 different aircraft, 6 geomorphic gameboard sections, 255 counters. Also includes the Dauntless Expansion, with 30 new aircraft, dive bombing, carrier takeoffs. **$80.00**

AH B-17 QUEEN OF THE SKIES */####

A solitaire game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. With 88 counters, an 11"x16" mapboard, reference charts. **$50.00**

SG BODYGUARD OVERLORD **/#

May 1944. Allied preparations for Operation Overlord are in full swing. Fresh US troops arrive daily in England, and the planned Bodyguard deception effort makes their numbers appear even greater. But the Germans sends spies to England to try to learn the place and time of the D-Day invasion. In this tense game of intelligence, deception and invasion, of ploy and counter-ploy, combat occurs only as the logical result of careful planning and in some cases, best guesses. All 300 counters are backprinted so that you don't know what actual unit they are. Also 22x34" map, 36 espionage cards, etc. **$60.00**

AH BREAKOUT NORMANDY **/###

A graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. A 16"x44" mounted mapboard with area movement, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. **$70.00**

GMT BRITAIN STANDS ALONE **/###

This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiorty and then gone on to inflict serious losses on the Royal Navy. With 480 counters, 2 maps, rules, cards, etc. **$60.00**

AH D-DAY 3rd Edition */###

On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex). Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. **$40.00**

JED FORTRESS EUROPA **/###

An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. Unboxed. Very entertaining. **$12.00**

GMT INVASION: NORWAY **/##

This game simulates this fascinating campaign of Germany's invasion of Norway. Fully integrated land, air, and naval rules accurately portray the complex interplay of warfare in three dimensions (land, sea and air). 560 counters, one 22x34" game map, one 22x17" off-map Operational Display, player aid cards. Single ships, battalions, & squadrons. **$70.00**

AH LONDON'S BURNING **/###

August 1940: Defend London against German bombers and fighters in this solitaire or two player WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. You command two RAF fighters in this tactical game. In the two player game, you and a wingmate co-operate against the Nazis, or the other player controls the Nazis. With 190 counters, 2 16"x22" stunning color mtd mapboards, rules, 8 scenarios. **$70.00**

UGG MORSE CODE ***/##

In the general feel of *A World in Flames*, this is a German produced game (written in fluent English, of course!) that features simple rules that allow a great amount of strategical and tactical options. This game recreates war on the Western front from 1940 – 45, including North Africa, Italy, France, England, Germany, etc. Features detailed land, air and naval warfare: rules for tank battles, blitzkrieg rules, convoy battles, realistic naval system, unique production rules allowing you to follow your own strategies, research your own weapon technologies, a scenario book, 1680 full color counters, heaps of player aid charts, etc. Thoroughly recommended. **$140.00**

COA OVER THE REICH ***/#

Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34"x22" double sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios. **$55.00**

WG PANZER ZUG */#

Players take their P-47 Thunderbolt or P-51 Mustang over the skies of the Third Reich to destroy railroads, trains, and freight yards. But patrolling German fighters, armored trains and flak guns make you work for it. For 2 – 6 players, 24 target cards, 120 action cards, 6 fighter cards. 2nd rate components in ziplock bag. **$30.00**

APL THE INVASION OF ITALY **/##

Recreates the 1943 Fifth Army landing in the Gulf of Salerno and the battle to secure the beachhead from 9 - 19 September 1943. 700 counters, 22x34" map. **$44.95**

GMT THE RISE OF THE LUFTWAFFE **/##

Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, etc. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, radar stations, factories, railyards, etc. **Special - $25.00**

EIGHTH AIR FORCE An expansion tor *Rise of the Luftwaffe*. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, etc. **Special - $35.00**

COL WEST FRONT **/#

This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponent's counter strengths when a battle occurs in a hex. Includes rules for a three-player game, where the Allies and Soviets compete with each other to take the most of Germany. 6 scenarios, stunning 22'x34" mapboard, etc. **$90.00**

EURO FRONT This is not an independent game. Ownership of East Front, West Front, and MedFront are required, and Volga Front will also be useful. This expansion adds 50 more wooden counters for Polish, French, Yugoslavian, Greek, Belgian, Dutch, and Danish units to the game, allowing the entire war in Europe 1939-45 to be played. Scenarios for *each* year of the war are included.. **$40.00**

Eastern Front

SG A BOLD STROKE - KIEV 1943 ***/###

The Soviets assault Kiev and surrounding terrain after smashing the Germans at Kursk, in 1943. But the Germans rush in heaps of reserves in an effort to stem the Soviet assault. Corps/division sized units are used as players have interactive turns, where you can use your reserves during the opponent's turn. Units range from massive Soviet Rifle corps to German Cavalry regiments. The initiative swings from one side to the other, as massive German reinforcements appear just as the Soviet Offensives begins to overextend itself. 280 counters. **$60.00**

GMT BARBAROSSA Army Group South ***/###

Follows the progress of Germany's Army Group South as invades the Soviet Union in 1941. Kiev, the first major German objective in the south, did not fall on schedule. In fact, Soviet resistance was so fierce that it required diverting Guderian's Panzer Group away from the advance on Moscow. Kiev fell in one of the great encirclements of the Second World War, but the German advance on Moscow was delayed for several critical weeks. With 840 full color counters, three 22x34" and one 17x22" maps, eight scenarios, detailed air rules, incredibly detailed Order of Battle including artillery, armored trains, etc. **$99.00**

GMT BARBAROSSA Army Group Center ***/###

In June 1941 Army Group Center smashed through Soviet defenses as it blitzkrieged towards Minsk. This allows them to destroy the Soviet Western Front, and now they blitzkrieg towards Smolensk, which also falls. But now Hitler overrides his generals and over half of Army Group Center's panzer and air formations are sent north or south, allowing the Soviets time to repair their shattered front. Did this mistake cost theGermans the war? Play this game and find out. With 1,120 counters, four 22"x 34" mapsheets, assymmetrical sequences of play which highlight Axis armored breakthroughs, OB charts, rules. **$119.00**

COA BORODINO '41 **/#

The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorised Divisons reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severly that within five days they lost half their tanks. 280 counters, maps, rules, etc. **Special - $30.00**

MiH Clash of Titans – Tank Battles for Kursk */###

The Soviets built massive fortified lines in the Kursk sector and made many forces available as reserves. On 5th July the Germans attacked with 435,000 men and 2,700 tanks, met by 1,550,000 Soviets and 4,800 tanks. With 600 counters including full color photos of tanks, units from battalions to divisions and corps, 22x34" map, simple rules which include two kinds of combat, tanks verses tanks, and regular combat. Looks great. Sold in a ziplock. **$69.00** **Boxed $85.00**

COL EAST FRONT **/#

This is my favorite game of the Eastern Front. Produced by Columbia Games, this game uses 120 20mm square wooden blocks for counters. The counters are rotated to provide step-reduction as the unit takes losses, and the counters also provide fog of war. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be linked together: Barbarossa (the whole war), Soviet Moscow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Khursk, etc. The game also links directly with West Front. This is a **great** game, of the most challenging theatre of war in WW2. **$90.00**

East Front Rules 2nd Ed Just the 2nd Ed rules and charts. **$10.00**

VolgaFront This expansion allows players who own EastFront to simulate the *planned* Volga campaign of 1942 to defeat Russia. The VolgaFront full color mapboard joins to the eastern edge of the EastFront mapboard ane extends play to the foothills of the Urals. This extension radically alters how the German player views the region east of Moscow and Stalingrad. With 11"x34" mapboard, scenario booklet, and the complete EastFront 2nd Ed rules book. **$30.00**

GMT LOST VICTORY KHARKOV 1943 **/##

It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dniepr, with only a thin grey line to stop it. With 480 stunning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 players. **$30.00**

COA OPERATION SPARK! ***/###

Operation Spark was the Soviet offensive in January 1943 to relieve Leningrad of the German siege. Soviet infantry are regiments and battalions and the Germans in battalions, the armor in companies, and the artllery in brigades. Artillery is crucial. The rules have a flexible command system, interactive exchanges of fire, and everything from aerosans to Tiger tanks to the Fascist Spanish Blue Division. And a frozen lake, a frozen bog, all dominated by one lone hill. Which the German defenders are securely entrenched upon. 560 back printed counters, 34"x22" map, charts, tables, rules, dice. **$60.00**

JED RUSSIAN CAMPAIGN Series II */###

Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crush-ing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. **$25.00**

MiH Triumphant Return – Kiev 1943 */###

An operational level game of the battle of Kiev that took place during November and December 1943. The Soviets have forced a bridgehead over the Dnepr River, with Soviet tank columns streaming towards German held cities. The Germans meanwhile brought in several Panzer divisions to try to stem the tide and take back lost ground. The German player commands the 4th Panzer Army, the Soviet player the 1st Ukrainian Front. With 240 counters including full color photos of tanks, simple rules, 17x22" map, units battalions to divisions and corps. Sold in a ziplock. **$55.00**

AH TURNING POINT: STALINGRAD **/###

Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). **$50.00**

GMT TYPHOON Drive on Moscow 1941 ***/###

In 1941 the Germans launched a final offensive at Moscow, expecting to win the war instantly. Spearheading the attack was Army Group Centre, lead by Guderian, with 70 divisions. Facing them were 800,000 Soviets in 95 divisions. The Germans ripped gaping holes in the Soviet defense and came within sight of the Kremlin, but the Soviets did not disintergrate as expected. With 960 counters, three 22x34" maps, six scenarios. **$80.00**

COA WAR WITHOUT MERCY **/###

A game with beautiful map and counters, this recreates the war in the east from 1939 to 1944, including the invasion of Poland. Determine whether Leningrad, Moscow or Kiev, or all three, will be the primary objective for the Germans in 1941. Can you as the Russians stop the German attack and drive them back. With 840 stunning counters, two 34"x22" maps, two rulebooks, two scenarios and grand campaign, charts and tables. Two week turns, corps, divisions, brigades. **$99.00**

Pacific Theatre

AH MIDWAY 2nd Edition */#

This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Components include 226 counters, a 22"x14" battleboard plus two 14"x11" searchboards. Features easy to learn rules, and an illustrated historic battle manual. **45.00**

Post World War Two

GMT CRISIS SINAI 1973 **/###

In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days. With 720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc. **$75.00**

S&T185 First Arab-Israeli War 1947-49 **/##

A simulation of the Israel War of Independence from 1947-49. On 30th Nov 1947, the United Nations made a resolution to partition Palestine into separate Arab and Jewish states. The Arabs response was armed clashes throughout Palestine that soon expanded into a full war. 280 counters, color map. **$27.00**

AH IDF - Israeli Defense Force **/##

Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Has 524 counters, 4 mtd mapboards, 32 data cards, & reference sheets. **$90.00**

AH Platoon **/###

Based on the firefights and characters of the movie *Platoon*. Re-creates the problems and pressures of jungle combat. With standup counters, 2 mounted boards. **$50.00**

S&T190 The Gauntlet Chongchon 1950 **/###

Strategy & Tactics magazine 190, including the game The Guantlet, a simulation of the battle in North Korea in late 1950 in which the Chinese stopped the United Nations offensive and retook the North Korean capital of Pyongyang. Units are regiments, brigades & divisions. 280 counters, large color map. **$34.00**

TGI YOM KIPPUR **/###

In 1967, the Israeli Defense Force scored a decisive victory against the combined forces of Egypt, Syria and Jordan. Six years later the forces of Egypt and Syria attacked Israel again. This time the Egyptians worked out a special plan to cross the canal and backed up the plan with better prepared, trained, and equipped troops - and armed with a new weapon, the Sagger Anti-Tank missile.. With a 22x34" map, 280 color counters, series and game rules, 6 scenarios from 3 - 10 hours each, etc. **$55.00**

World War III

AH FLIGHT LEADER **/###

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Components feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). **$50.00**

XENO SUSHI-JALAPENO WAR. **/#

The nations of South America form the SAU. Mexico resents Japanese fishing interests and excutes hundreds of Japanese fishermen. Japan, allied with the SAU, invades Mexico. To quote: "Por Favor, my general, but why are the Japanese invading us?" "You imbecile, can't you see they are carrying the latest Nintendo Super 1640s? They mean to pay us tribute!" One day later, the Japanese capture Mexico without firing a shot. Can a fragmented US and the Republic of Texas stop Japanese and SAU aggression? Do you have the fortitude to use the bomb? Will the UN intervene on behalf of the PCC's 20,000,000 members of the bar? With a 20"x30" full color playing map, 85 color plastic pieces hover tanks, plans, infantry, APCs; 102 counters, 18 cards, rules. **$65.00**

General Games

AVA ACQUIRE Deluxe Edition */#

This is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonues in a calculated race to acquire the greatest wealth. With 14x22" color mounted mapboard, 3 sheets of hotel counters, 7 sets of stock certificates, money, etc. **$60.00**

AVA AIR BARON */#

A fast paced business strategy game that lets you build the biggest and most profitable airline in North America. Players compete for control of the 58 busiest airport markets in the US and 16 major foreign markets. Should you try to dominate a hub? Spread out to other hubs? Deploy Jumbo jets to increase profits? Take control of a foreign market? Or declare Fare Wars and go all out for market share. Includes mtd mapboard, 36 plastic planes, play money, simple rules, two counter sheets. **$75.00**

RGG Canyon */#

For 3 to 6 players, ages 10 and up. Instead of digging up the hatchet, the young indian braves set off on an exciting canoe race through the old canyon. The speed of the canoes is determined by a simple card game. However, the players must keep their eyes on the game and can sometimes even get the occasional helpful push. With game map, 80 playing cards, 6 canoe counters, rules, marking stone. **$46.00**

FLO Floppy Board

A very large, floppy, washable, chess and checkers board. **$35.00**

RGG FOSSIL */#

A cute game for ages 10 and up and 2 to 6 players. With excellent quality components. The game includes 9 fossils, which each have 9 parts. Players collect these fossil parts and gain fame according to how many parts they can collect, with the greatest points going to whoever can complete the fossil. With 81 large fossil counters (parts), other counters, small wooden blocks, mounted mapboard. **$65.00**

FFT Golfmania */#

The game of crazy golf! A zany, hilarious golf-game. Use a combination of cards and dice to try to win as many golf-holes as possible. Use terrain and hazard cards to interfere with your opponents' game, make use of crazy equipment, and play the most looney cards to help your own drive and green rolls. Two decks of cards. **$40.00**

RGG IDO */#

In this game, everything moves. Paths, that you carefully planned can disappear when your opponent shifts the frame. Your blocks can even be shifted off the game board! This is especially annoying as your move is based on the number of blocks you have on the field. With 24 colored blocks, mounted board, plastic frame. **$99.00**

RGG Kahuna */#

For two players. Two priests, both followers of Kahuna magic, compete to determine who is the stronger. For the competition, they have chosen an uninhabited archipelago with twelve small islands. They have agreed to use their magical powers to build bridges linking the islands. Each link forged brings a priest closer to control of islands bridged by the magic. When control of an island is secured, opposing bridges are destroyed. With 24 island cards, 20 kahuna stones, 50 bridges. **$37.00**

RGG Landlord */#

A card game for 2 – 6 players. Build apartment houes, rent them to tenants, and collect the rent. Build roofs, cellars, renovate, move wealthy tenants to your apartments and put the deadbeats in your opponent's apartments. 100 cards. **$20.00**

RGG Medici */#

A 2 – 6 player game of European trading in the late middle ages. The market is open and the buyers are there to bid on the goods put on the auction block. After a buyer selects the lots for auction, the players bid, just once each, and the goods are loaded on the ships for foreign markets. When the market closes, the ships set sail and the purchases are scored. Bid low for high quality goods and win the game. With game board, 35 cards, 6 ship mats, 36 player counters. **$55.00**

RGG Medieval Merchant **/#

A 2 – 6 player game that relies almost solely upon tactics and strategy. Toward the end of the Middle Ages, the rise of rich merchant families helped open the cities of Europe to trade and commerce. Beginning with their homes in small villages, players use their income to increase their wealth or to increase their presence in the cities where they have branches. Players then can use their wealth to further develop their trading empire into new cities and regions. The player who has developed the largest trade empire and earned the most money in the process wins. With lovely period mounted mapboard, 270 wooden branch markers, 25 city markers, etc. $74.00

WG MINE */#

Mining engineers, geological surveyors and venture capitalists react to the volatile precious metals market by searching for new ore reserves, reducing their working costs and taking out the mother load.2nd rate components in ziplock bag. $30.00

RGG MISSISSIPPI QUEEN */#

This is a stunning game of racing paddle-boats up the Mississippi. Set in New Orleans, 1871. Once a year, paddle-boat captains raced their ships on the unpredictable Mississippi to determine which ship would hold the title of Mississippi Queen. During the race, you decide how much steam to make, how to manage your limited coal supply, and where to pick up passangers. With 12 river tiles which can be arranged differently each game, 5 plastic paddle-boats, 16 passengers, dice and rules. For 3 – 5 players, ages 10 and up. Looks really cute! $80.00

MISSISSIPPI QUEEN The Black Rose This expansion includes six new river tiles with new challenges such as sandbars, 2 paddle-wheelers, rules. $40.00

RGG Samarkand */#

Samarkand is a fast paced trading game set in the exotic East. Sparkling jewels and valuable carpets promise large gains, but copper goods and grain can also earn important profits. All merchants know where they can trade with Nomads and what goods they have available for those who are willing to offer gifts for their hospitality. They also know where to buy the wares they want for the best prices. Finally, these merhants know which bazaars in cities such as Samarkand offer the best prices for the goods they have to sell. Use desert paths to travel amongst the nomads, oases, and cities. With 102 commodity cards, price table cards, game board, etc. $55.00

AH Stock Market Guru **/#

Buy and sell stocks and bonds. Decide when it`s time to buy, sell, or hold onto what you have. Determine whether it`s best to buy stocks, bonds, or that mutual fund. Pay broker`s commissions. Watch how business cycles and interest rates affect your investments. Find out if you prefer high risk, high-paying investments or, if you are more conservative, learn the consequences of your decisions. $60.00

HAS The Lost World: Jurassic Park */###

Featuring a large colorful mapboard with heaps of 3D card buildings, which you will need to assemble. Stand-up counters of humans and plastic dinosaurs. The goal of the human players is to escape the building complex, while the dinosaur players are trying to eat all of the humans before they can do so. $60.00

ARC The Three Stooges Card Game */#

This Three Stooges card game comes with 55 cards and rules. Three players can slug it out the old fashioned way, just like the Three Stooges did. Each card has a B&W photo of one or more of the Stooges, clobbering or whacking one of the others. The player who suffered the least damage wins. $16.00

TIM Wadjet */#

A stunning game that must weight at least 2kg! The year is 1923. You are one of four famous rival archaeologists who have come to cairo, Egypt, to begin a race against time, nature, and each other in search for the stolen treasure of the pharaoh. But within the ancient tombs, the goddes Wadjet awaits your intrusion and will face you with danger. With 4 resin playing pieces, a 29"x29" mounted mapboard, seven decks of cards, 25 beautiful treasure cards, illustrated glossary depicting 100 ancient Egyptian signs, symbols and treasures, play money, etc. $110.00

Winsome Games Train Games

Colorado Rails Narrow and standard gauge railroads vie for dominance in remote western Colorado in 1873 – 1888, using court-ordered injunctions, rate wars, capital investment, locating engineers. 2 – 6 players, no bookkeeping. With laminated map, crayons, chips, dice. 2nd rate components in tube. $40.00

Lancashire Railways The Birth of Commercial railroading, for 3 – 6 players, with laminated map, deck of cards, crayons. 2nd rate components in tube. $40.00

Trainsport: Austria Competing national railroads endeavor to serve Austria while providing bridge route service to Germany, Switzerland, Italy, Czechoslovakia, Hungary, etc. 2nd rate components in tube. Map, cards, crayons. $40.00

Trainsport: Switzerland Competing national railroads endeavor to serve Switzerland while providing bridge route service to Germany, Austria, Italy and France. 2nd rate components in tube. Map, cards, crayons. $40.00

Cheapass Games

These little games, packaged in envelopes, are amongst the top selling games in the USA. The packaging sucks, but the games are brilliant, and the cheap packaging and cheap components means a cheap price! These games consistantly top the US games charts for sales and popularity.

CG Before I Kill You, Mister Bond… */#

Imagine, just once, luring the master spy into your evil lair and putting a bullet in his head. Imagine avoiding the temptation to tell him your secret plans, taunt him with your devious perversions, and challenge him to a final game of chess. Imagine killing that spy before he gets the chance to escape, and blow up your lair on the way out. Yeah, right. This is a simple little card game of cat and mouse. And of shooting spies in the head. You can always choose to shoot a spy when he enters your lair, but get only a few points. If you taunt and retaunt a captured spy, your points keep doubling. But if he escapes, you get no points. 2 - 6 players, 15 minutes per game. 54 Cards and rules. $11.00

CG Ben Hvrt */#

What do a foul-mouthed chariot driver, a well-aimed cat, and a basket of nails have in common. You`d gladly use any of them to win a chariot race. But then, that pretty much describes everything. You`re a feisty Roman aristocrat who spends every Saturday night outfitting your chariot and then placing bets on the silly sod you get to drive the thing in the races. For 4 - 8 players, 2 hour games, and you need a playing piece and D6 for each player. $11.00

CG Bitin' Off Hedz */#

Prehistory. Hot, primordial, dull. You and your dinosaur buddies have been dominating the Earth for longer than you can remember. Then again, with brains the size of walnuts, you`ve also been *standing there* for longer than you can remember. Nevertheless, you`re positive that it`s been ten million years since anything interesting has happened. So it`s time for a suicide race across Skull Island. The winner is the first to hurl himself into the big volcano; the losers are everyone who got their head bitten off along the way. Has card map of the island plus rules. You also need a pawn or plastic dinosaur for each player, and stones (or coins or candy). 3 - 10 players. 1 hour. $9.00

CG Devil Bunny Needs Ham */#

For 2 – 5 players. Each player tries to scale the sheer face of a hi-rise building. But the Devil Bunny keeps jumping on the highest climber, knocking them down to the ground, where they die, or onto another climber`s head, who promptly catches them. The first to the top wins. $4.50

CG Give Me the Brain! */#

Work sucks. Long hours, scratchy clothes, and only one Brain to pass around. The characters: Zombies. The place: Friedey`s the fast food restaurant of the damned. You would think, with a job like this, that you could get along pretty well without a brain. Which is usually true. But today you must count the meat. Make change. Remember what lettuce is. And maybe even get the pickles to stop staring at you. Better get your hands on the Brain. For 3 - 8 players, 15 minutes games, you need a D6. $11.00

CG Lord of the Fries */#

Sequel to the above. This time you and your rotten zombie friends are struggling to convert handfuls of random food into tasy combo meals and sides. Whoever serves up the most grub will become the Lord of the Fries. Whatever that means. This is a completely separate game - you need no brain to play! 3 - 8 players, 45 minute games, you need a D6. $11.00

CG Get Out */#

Something`s wrong. It`s a rainy day in spring. You`re jobless and listless. And you live in your parents` basement. So, what`s wrong? Your friends have decided to try and get jobs. Get lives. Move out of their parents` basements. And you are stupid enough to race them. For 2 – 8 players, you need 2D6, pawns for each player, 20 counters per player. $11.00

CG Huzzah! */#

You have been performing this play at King James` Fair every year in summertime. The pay`s horrible, the costumes are stuffy, and the King's director is a fastidious twit. This year he is more fussy than ever, and only the best act can return next year, and you want to be that act! For 3 – 8 players, you need pawns for each player, 3D6 & one master pawn. $11.00

CG Kill Doctor Lucky */#

Why do all the mystery games start just after all the fun is over? Welcome to the sprawling J.Robert Mansion, a sprawling country estate full of unusual weapons, good hiding places, and craven killers. Killers like you. The object of the game? To kill Doctor Lucky. Find a weapon, track the old man down, and take him out. The obstacles? For one thing, all of your friends would rather do it first. For another, Dr Lucky is aptly named. You would think that after being stabbed, hung, poisoned and poked in the eye, the old Doctor would just lie down and die. But he's got more lives than Rasputin, and an uncanny knack for dodging your best traps. Stick to it. Persevere. His luck will run out eventually. Before the night is over, someone is going to kill Dr Lucky. Wouldn`t you rather it was you? Includes 4 decks of cards, card map of the mansion, 4 pages of rules. 2 - 8 players, games take 1 hour. You need a pawn or playing piece for each player, plus one master pawn for Dr Lucky. $13.00

Craigdarroch A whole new place in which to play *Kill Doctor Lucky*. This is Craigdarroch Castle. $6.50

CG Parts Unknown */#

For 4 – 10 players. A wacky scientist craze results in them trying to bring people back from the grave. But they need spare body parts, and your spare parts shop is digging up and selling these bits and pieces of dead people. But can you meet supply & demand? Need two pawns counters, 1D6 and play (or real) money. $13.00

CG Safari Jack */#

For 2 – 4 players. Time to explore the deepest wilderness of Africa with nothing but your wits, a sunhat, and a very large gun. And your colorful guide, Safari Jack. But Jack has already left the camp, and you have to find him. But in the meantime, crawl around the bush and try to shoot more exotic animals than the other players. Need pawns & counters for players. $11.00

CG Spree! */#

Springtime. Midnight. The Mall is beckoning. Destination: LeGrand Mall, the oldest and most poorly secured shopping mall in the world. You and your juvenile friends have decided to loot this place, in an all-night race with shopping carts, flashlights and guns. Of course, your definition of "friends" is pretty loose. Which explains the guns. Contains 4 page rules, card map of the Mall. To play, you also need: two pawns for each player, 2 D6, and two Poker Decks with Jokers. 3 - 8 players, 1 hour. $6.50

CG Starbase Jeff */#

For 2 – 4 players. Each player has a decks of geomorphic square cards, each with part of a space station. Players take turns adding pieces to a single space station, and must pay opponents if they place one of their cards adjacent to an opponent`s card. There are 3 ways to make money, and the player who has earnt the most money by the end wins. Needs play money or chips. $13.00

CG The Very Clever Pipe Game */#

A bit like dominoes, except that this time you are joining pipes. Contains four different variants of the one game, each more complex than the previous. In the first game, just join together pipes the same shade, ie, light with light pipes, dark with dark pipes. In the second game, just join together the same colored background sections. In the third, both pipes and backgrounds must match together, etc. Lots of cards with pipes! Needs no accessories. $16.00

Science Fiction

BattleTech

FAS BATTLETECH 4th Ed **/####

By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. BattleTech has now been released as a 4th Ed. This contains no new rules, merely different contents. This boxed set contains an Introduction to BattleTech book, 32pages of full color containing QuickStart Rules and universe background, two color map sheets, a 48 pages rulebook, a 32 page record sheet book, 144 full color tiny insignia stickers to stick on your mechs legs or counters, dice, and 48 full color stand-up mech counters, being two each of 24 types. $47.50

BattleTech Master Rules Replaces the *Compendium*. Combines material from BattleTech 4th Ed, CityTech, and other sources, to offer the most comprehensive set of rules ever published for BattleTech. Contains all the rules for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, etc. Features stunning full color sections. Also has a new, complete set of table-top miniatures rules. Also mech designs, scenario building rules, and the Battle Value System for balancing forces. $37.00

BattleForce 2 Contains two complete games. *BattleForce* is a fast-paced, easty to play game that recreates large scale mech combat on a tactical level. This system retains the feel of BattleTech by providing simple stats for each individual mech and tank, yet play is streamlined to allow players to use entire battalions. *Planetary Assault* is a game of all out war on a strategic level. The game map represents an entire planet`s surface and nearby space. Covers the arrival of forces in the planetary system on JumpShips to the DropShip landings and the subsequent Mech battles raging at the landing zones. With 320 counters, 4 maps, rules, map of Innersphere in 3059. $66.00

BattleLance Miniatures Rules This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. $4.00

BattleSpace. The new system of aerospace combat in the 31st century, thrusts you straight into the heart of this vast arena, where jumpships, dropships and warships fight to carry their deadly mech cargoes into battle. Fully compatible with BattleTech. Includes rules, sourcebook with the history of naval warfare, statistics of ships currently in use in the Innersphere, two 22x34" maps, color counters, ship record sheets. $57.00

BattlePack: Fourth Succession War Even as Hanse Davion was marrying Melissa Steiner, thousands of BattleMechs stood poised to launch one of the largest military campaigns ever! This supplement requires only the BattleTech boxed set to play, and has a book of background info and ten scenarios; a great new woodland map, 8 record sheets, and 20 full color stand-up counters of mechs! $25.50

BattleTech Map Set #2 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the Citytech & Battletech maps. $28.50

BattleTech Maps Set#3 Contains eight 18"x22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city. $28.50

BattleTech Map Set #4 Contains eight more 18"x22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. $28.50

BattleTech Map Set #5 Contains eight more 18"x22" mapsheets, featuring two each of a large mountain, deep canyon, open terrain, moonscape. $28.50

CityTech 2nd Edition This boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. (These rules are also found in the BattleTEch Compendium: The Rules of Warfare). There are 16 plastic mechs which are conversions of the Ral Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Uller, Black Hawk, Mad Cat, & Daishi. All are one piece castings. 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke. $57

Comstar Sourcebook Examines the reclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new Mechs. $25.50

Day of Heroes A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in theye March Rebellion, as see in Blood of Heroes novel. This module also finishes off the novel BLood of Heroes, which ended without resolving the combat situation. $20.50

Explorer Corps Explore the uncharted reaches of space as a member of the Explorer Corps looking for the Clan homeworlds. Players encounter unimaginable dangers on strange worlds. Has info about space travel, rules for creating new worlds; and the history of the Explorer Corps. $25.50

First Somerset Strikers A sourcebook detailing the BattleTech animated series of 13 episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book. $30.00

First Strike A unique BattleTech game supplement created especially for players new to the game. It features thirteen scenarios that require only the basic game to play. Features battles from the Clan invasion. Includes new armored vehicles and new OmniMech configurations. $20.50

Maximum Tech BattleTech Advanced Rulebook Take your games to the max with this expansion for BattleTech. New optional rules for players, more realism, more weapons. Detailed rules for salvage, repair and customizing mechs, rules for drones, minesweepers and bridgelayers, expanded artillery rules, veteran mechwarrior abilities, the Battle Value rating system for building balanced forces, an expanded terrain types table including jungles, magma, tundra, & sand, etc! $25.50

Operation: Stiletto At last! A BattleTech campaign that breaks the previous mold. Using an innovative track system, this campaign book lets you take your own unit through a massive campaign across the Shattered Sphere of 3062. *May.* $28.00

Northwind Highlanders BattleTech scenario pack re-creating the entire history of this elite mercenary unit, from its earliest engagements in 2366 to its conflicts with Clan Smoke Jaguar. With force rosters, prominent characters, new mechs, etc. $20.50

The Battle of Coventry A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A detailed description of the hard fought battle, along with seventeen scenarios and special campaign rules. $20.50

The Clans: Warriors of Kerensky This sourcebook is the ultimate guide to the Clans, providing for the first time a complete picture of their unique martial society, including a detailed history of the Clans and a stellar map of the Clans homeworld. *Due April.* $33.00

The Dragon Roars A BattleTech campaign that includes rules for *BattleForce 2*. The forces of the Draconis Combine and its allies clash with Clan Smoke Jaguar in a desperate struggle that will decide the fate of the Inner Sphere. Lists all the units involved in each attack wave, campaign rules, maps, etc. $20.50

The Shattered Sphere This book is the ultimate guide to the people and places of *BattleTech*, as seen through the eyes of characters who live there. Offering a brief, comprehensive history of the universe and an in-depth look at events from the Truce of Tukayyid through to early 3062. Has detailed maps showing the current state of the Innersphere and the Clans. $28.00

Twilight of the Clans This scenario pack picks up where *The Dragon Roars* left off, presenting 10 scenarios to recreate the fighting for the Clan homeworld of Huntress. Has a BattleForce 2 Campaign too. $22.00

The Fall of Terra Oh no! Those loonies from Comstar who set up in House Marik territory and called themselves Word of Blake, take advantage of everyone else's attention being on the Clan-Innersphere conflict, and launch a multi-front blitzkrieg offensive on the Earth - going head to head with the Com Guard garrison. This book reveals who wins this deadly battle. $20.00

The Periphery Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds. etc. $30.00

BattleTech Field Manuals

Field Manual: ComStar Describes the military doctrine, traditions, tactics and battle histories of ComStar's military division, the Com Guards, including new mechs and equipment of both the Com Guards and Word of Blake splinter group. *Due June.* $37.00

Field Manual: Crusader Clans Describes the seven most aggressive Clans: Blood Spirit, Fire Mandrill, Hell`s Horses, Ice Hellion, Jade Falcon, Star Ader and Wolf. This sourcebook decribes the tactics, uniforms, and battle histories of each Clan, plus special rules that reflect the unique capabilities of each Galaxy, new weapons, equipment, and mechs. $37.00

Field Manual: Draconis Combine Contains extensive info about all aspects of House Kurita's military. Every BattleMech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Also features new weapons, equipment, and Battlemechs. $34

Field Manual: Free Worlds League An extensive survey of House Marik, the new industrial giant of the Inner Sphere. The manual contains a full military history of this turbulent realm, from the Succession Wars to the Andurien Civil War and beyond. Includes Marik`s two new BattleArmor types, one being a stealth suit almost impossible to hit at medium to long ranges; also special rules that reflect the unique capabilities of each regiment. Color renderings of uniforms, unique mechs, etc. $34.00

Field Manual: Mercenaries No war too small, no fee too high. An indepth look at mercenaries in the 31st century, from the inner workings of a mercenary unit to detailed profiles of more than forty prominent mercenary bands. This how-to manual includes the histories, officers and favorite tactics of select mercenary units, special rules that reflect the unique capabilities of each mercenary command, & rules for your own merc units. $38.00

Field Manual: Warden Clans Describes the noble Warden Clans, who have sworn to use their might to defend humanity against outside threats-including the crusader clans themselves! Clans Ghost Bear, Steel Viper, Diamond Shark, Snow Raven, Cloud Cobra, Goliath Scorpion and Coyote. Full color uniforms, tactics, military doctrines, battle histories, etc. Also special rules for the unique capabilities of each Galaxies, new weapons, equipment, exclusive Warden BattleMechs, etc. $40.00

BattleTech Technical Readouts and Record Sheets

Technical Readout 3025 Revised Printing Includes game statistics, technical backgound, and illustrations for 55 `Mechs, variants, and conventional vehicles, combat aircraft, etc. This revised priting also includes support vehicles, aerospace craft and rare Star League era mechs from Readout 2750, which is being dropped. $25.50

Technical Readout 3050 Revised The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology Also includes mechs and vehicles from the 2750 Tech Readout, as well as being re-formatted. 224 pages. $30.50

Technical Readout 3055 Illustrations (some in colour), descriptions & stats for Inner Sphere `Mechs, Clan OmniMechs & Omnifighters, 2nd-line `Mechs, and refits! $25.50

Technical Readout 3057 Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewel of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets. $25.50

Technical Readout 3058 Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprintss have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new Innersphere mechs and vehicles. $30.50

Technical Readout 3060 Armed with new Mechs and weapons, the Innersphere takes the fight to the Clans by striking at the Clan homeworlds. But the Clans alsohave new Mechs, new vehicles, and other surprises, including their new Ocelots! $37.00

3025/3026 Record Sheets The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. $30.50

3050 Record Sheets Provides more than 250 filled out record sheets for Battlemechs, tanks, hovercraft & VTOLs from the BattleTech Technical Readout 3050. Includes variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. $33.95

3055/3058 Record Sheets More than 250 filled out record sheets for the battlemechs, tanks, hovercraft and VTOLs described in BattleTech Technical Readouts 3055 & 3058, including variants and alternate configerations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet! $30.50

3060 Record Sheets Pre-generated record sheets for all the mechs, tanks, and other new units found in Tech Readout 3060. Also new mech variants. $37.00

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

Babylon 5

CGS Babylon 5 Component Game System **/#
This is a game of galactic exploration, colonization, diplomatic and military conflict, and conquest - all in the Babylon 5 universe. The first part is set in 2258 AD, with each further part set in a subsequent year. You control your race's ambassador on Babylon 5, as well as Homeworld, colonies, starships, production, etc. The galaxy has Babylon 5 in the centre, with 95mm geomorphic hexagonal tiles, each with 7 smaller hexagons, that make up the rest of the galaxy. The basic game can be played as a simple explore, colonize, and conquer game. But the advanced game uses a deck of 60 non-collectable cards to resolve diplomacy on Babylon 5, as well as grant a whole plethora of advantages and disadvantages to the whole game. Counters have photos of the ships, colonies, etc that they represent, as do the cards have photos from the series. From 2 to 4 players can play.

⇒ Babylon 5 CGS 2258 Board Game **$60.00**
The primary boxed game, set in 2258, as described above. Ltd stocks.

⇒ 2258 The Vorlons Starter Set Expansion **$27.00**
Five new map pieces including the Vorlon homeworld, Vorlon bases, Vorlon Planet Killer Ship, Heavy Cruisers, transports and squadrons. Complete rules, & deck of cards.

⇒ 2259 The Shadows Starter Set Expansion **$27.00**
Five new map pieces including Z'ha'dum, Shadow bases, Shadow Battlecruisers, scouts, fighters, Shadow cards, and complete rules booklet with new rules for using Shadows.

⇒ 2259 Psi Corps Starter Set Expansion **$27.00**
Six map pieces, Psi-Corps Black Omega Squadrons, other Psi-Corps ships, bases, cards, & complete rules book. This set allows you to play Psi Corps as an empire.

Babylon 5 CGS Board Game 2259 Edition **/#
A complete game in itself, this advances the game one year into the 2nd season of Babylon 5, set in 2259. Contains new cards, new empire control sheets, with John Sheridan instead of Sinclair, transformed Delenn, etc. With 50 playing cards, 7 dice, 96 counters, 21 map hex-pieces. **$85.00**

Babylon 5 CGS Board Game 2260 Edition *Due June.*
The 2260 Edition does not come as one complete game, but as four two-player starter kits. Each kit contains all the counters, cards and rules required to play two complete races, plus for a limited time only, an exclusive 6" toy figure of a Babylon 5 character.

2260 Earth-Minbari 2 Player Kit **$70.00**
Has an exclusive 6" toy figure of President Sheridan.

2260 Narn-Centauri 2 Player Kit **$70.00**
Has an exclusive 6" toy figure of Emperor Londo.

2260 Shadows-Psi-Corps 2 Player Kit **$70.00**
Has an exclusive 6" toy figure of a Shadow Bodyguard.

2260 Vorlons-League 2 Player Kit **$70.00**
Has an exclusive 6" toy figure of New Kosh.

Babylon 5 CGS Board Game 2261 Edition *Due August.*
The 2261 Edition does not come as one complete game, but as four two-player starter kits. Each kit contains all the counters, cards and rules required to play two complete races, plus for a limited time only, an exclusive 6" toy figure of a Babylon 5 character.

2260 Earth-Minbari 2 Player Kit **$70.00**
Has an exclusive 6" toy figure of Ranger Leader Delenn.

2260 Narn-Centauri 2 Player Kit **$70.00**
Has an exclusive 6" toy figure of Citizen G'Kar.

2260 Shadows-Psi-Corps 2 Player Kit **$70.00**
Has an exclusive 6" toy figure of Bester.

2260 Vorlons-League 2 Player Kit **$70.00**
Has an exclusive 6" toy figure of Purple or Green Drazi.

Other Games

GAM BOMBERS OVER DA SULPHUR RIVER */#
A new boxed wargame by Games Workshop, set in the Warhammer 40,000 universe. You can take the part of the Ork Fighta-Bommer pilots, screaming down to smash the vital bridges. Or you can command the heroic Imperial defense, pouring a devastating stream of flak and laser fire at your attackers and directing the counter-attack of your brave but outnumbered Thunderbolt Interceptors. Has 6 metal miniatures, 3 piece game board, 18 counters, 8 dice. **$36.00**

SJG CAR WARS DELUXE **/#
A game of combat on the free-ways. Choose your vehicle - complete with weapons, armor, power plant, suspension, and body style. If you survive the road battles, your abilities will improve and you can accumulate money to buy bigger and better cars. Advanced rules let you design your own cars, cycles, three-wheelers, vans, trucks, 18-wheel trailer rigs, buses, boats, even helicopters! 144 page rulebook, the Car Wars Compendium, hundreds of full color counters, a giant 32" x 42" map of a town, plus two more maps. **$50.00**

FAS CRIMSON SKIES **/##
A simple, fast playing air-combat board game for two or more players, by FASA. This game is set in 1937, in an alternate twentieth century where the United States has factionalized into numerous small countries. Mammoth zeppelins haul cargo and passengers the length and breadth of the continent, preyed on by pirates and protected by privateers. Players pilot their own fighters, gunships or bombers in the service of national militias. Players may design planes to suit their fighting style. With 24 3D cardboard playing pieces, 3 x 22x34" stunning maps, four booklets, dice. **$65.00**

Wings Over Manhattan Spotlights the Empire State, covering New York and New England. Focusing on Manhattan and the elite pilots of the Broadway Bombers, also with new aircraft, pilot profiles, rules for autogyros, and full color maps. *Due May.* **$33.00**

Spicy Air Tales Vol 1 Short stories set in the exciting world of *Crimson Skie*, bringing alive the action and adventures of the warriors of the air in turbulent times. Also has a new plan plus campaign material. Written by Michael A. Stackpole. *Due April.* **$11.00**

TAS FEDERATION & EMPIRE (DELUXE) ***/##
A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Components include an 80 page rule/scenario book, 1512 counters (individsual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... **$99.00**

WG HOVER TANK */#
Death and destruction in the fight for the Caspian Sea region of Asia in 2022. Using plastic playing pieces, you must destroy the enemy airbase and control the region's largest city. Plastic pieces, 4 maps, chips, rules. 2nd rate components in tube. **$50.00**

SJG ILLUMINATI DELUXE */#
This new edition non-collectable card game has 106 full-color cards and a revised rulebook. Secret conspiracies are everywhere! The phone company is controlled by creatures from outer space, the Congressional Wives have taken over the Pentagon, etc. Two to six players compete to grab powerful groups and increase their wealth and power. No ploy is too devious. **$70.00**

SJG INWO SUB GENIUS */#
This is a stand-alone game for 2 to 4 players. It is NOT a collectible card game. Every game has the same 100 cards. The rules are a slightly simplified version of *Illuminati, New World Order CCG*. All the cards in this game can, however be used with INWO CCG, and vice versa. The world is about to be destroyed, and you are the leader of a church faction, church of the Sub Genius. You complete against other factions for supremacy. **$32.50**

INWO Booster Display This is the Booster Display from the Ulimited INWO Collectable Card Game. Contains 36 booster packs with 16 cards each, so 576 cards in total. **$25.00**

FFI MAG BLAST */#
A fast paced multi-player card game of intersteller war, set in the Twilight Imperium universe. Set the galaxy on fire with cards like: Minefield, Boarding, Catastrophic Damage, Direct Hit, Asteroids, etc. Take control of mighty combat spaceships and blow your opponents to smithereens. 110 cards, simple rules. 2 to 6 players. Average game takes 15 minutes. **$35.00**

FLY NUCLEAR WAR */#
A humorous card game with a tongue-in-cheek view of international diplomacy, propaganda, and finally holocaust. Two to six players engage in touchy negotiations until a warmonger pushes the button. This hilarious card game is easy to learn and fast to play. But if everyone nukes everyone else, no-one will win! With 100 cards, markers, spinner, play mats. **$50.00**

Nuclear Escalation A complete comical card game (which can be used with *Nuclear War)* of nuclear confrontation involving nervous world powers and jittery diplomats. Diplomacy is inevitable to fail, and then the missles start flying! With 108 new cards, special bomb dice, player mats, etc. **$50.00**

Nuclear Proliferation A complete comical card game (which can be used with the previous two titles) where you choose which power you'll play. War is sure to break out, with missiles, stealth bombers, subs, skud missiles, etc. With 108 new cards, nuclear misfunction dice, player mats, etc. **$50.00**

AH PRINCESS RYAN'S STAR MARINES */###
A combination card and board game based on the adventures of a rag-tag company of Star Marines and their attempt to rescue on the far flung home world of the Dark Empire. Up to six playersFeatures two stunning mounted mapboards, each 16"x22", short 16 page rules, 32 site cards, 36 guard cards, 24 marien cards, 50 weapon cards, 60 dispatch cards. Artwork is great! **$99.00**

WIZ ROBO RALLY Revised Printing */#
A unique and highly amusing board game designed by Richard Garfield, the designer of *Magic the Gathering*. The bored robots with the intelligence of your average door knob, of an automated factory, world find amusement in racing each other through dangerous assembly lines. Includes 8 pewter robots, 6 mounted, interchangable mapboards, 84 program cards, 26 option carsd, rules & counters. **$70.00**

ARMED & DANGEROUS Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct, mines, teleporters, etc, & extra counters to enhance game play. **$60.00**

CRASH & BURN Two all new gameboard squares, including flamers to fry your poor little robots with, oil slicks to send the robots in all directions, and portals to let your robot jump to other places on the maps. **$24.00**

GRAND PRIX Contains three new double sided mapboards, with hazards including multilevel ledges, portals, ramps, repulsor fields, etc. More mad factory racing mayhem! **$39.00**

RADIOACTIVE Contains three new single sided mapboards, with new hazards such as radiation, radioactive waste, one-way walls, yukky lethal (to robots) radiactive drains. **$35.00**

SMG Rocket Flight **/##
Two to six players develop technology, explore worlds, and design and build rockets in the inner solar system. (Has a solitaire scenario too.) Establish profitable hydrogen refineries or space foundries on suitable asteroids. Military objectives include seizure of powersats. Three mapsheets, rocket design sheets, rules, 80 cards, 530 counters. Second rate components in ziplock bag. **$33.00**

BTRC SLAG */#
The space combat game you don't need to be a rocket scientist to play, or a defense budget to afford. Fast enough to play over lunch, with custom ship design and handicapping rules for different tech levels to provide endless variation and challenge. Includes many pre-designed ships of various tech levels and sizes, peel-off stickers for ships, and two space maps on the inside covers. **$12.00**

GAM SPACE HULK **/###
Perhaps the most popular Science Fiction boardgame of all time. Veteran Space Marine Terminators board Genestealer infested space hulks searching for ancient artifacts or seeking to destroy the hulk. There is a book with 48 missions. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, countes, 24 doors, banners & transfers, 7 dice. **$75.00**

MB STAR TREK MONOPOLY Collector's Ed */#
The standard game of Monopoly except with everything having a Star Trek: The Next Generation flavour. With stunning Star Trek artwork, it features Star Trek real-estate such as the Q replacing Mayfair, neutral zone taxes, 8 pewter tokens of the Star Trek characters. **$120.00**

MB STAR WARS MONOPOLY Classic Trilogy Ed */#
The standard game of Monopoly except with everything having a Star Wars flavour. With stunning Star Wars artwork, it features Star Wars real-estate such as the Imperial Palace replacing Mayfair, docking taxes, you buy Tie Fighters or the Millennium Falcon instead of Stations, 9 pewter tokens of the Star Wars characters including Vader, Leia, Luke, R2D2, etc, and instead of houses and hotels, there are X-Wings and Millennium Falcons, or Tie Fighters and Star Destroyers. **$90.00**

Hasbro Star Wars Trivial Pursuit Collectors Edition
Thousands of trivial pursuit questions plus photos of the Star Wars galaxy. The numbered gameboard has Star Wars photos, an electronic R2D2 Randomizer determines how many spaces you move, there are 2,400 questions in categories characters, weapons & vehicles, history, droids & creatures & aliens, and Wild Card. 100 photo questions. **$120.00**

AH Starship Troopers */##
This excellent game is a faithful representation of the hit movie. You'll lead a squad of Starship Troopers against giant, fierce bugs on a barren and forbidding planet. The game board has randomly placed features so no two games are alike. With full color stand-up counters with photos of the troopers and bugs, and a stunning mounted mapboard. Rules are nice and simple, and games take around one hour. **$60.00**

CGS Star Trek: The Next Generation */#
By Component Game Systems. The Federation, Klingons, Romulans and Ferengi vie for galactic supremacy in this exciting new game. Players form a new and unique board each time they play, using hexagonal map pieces. Allows great replay value. Be the first player to lead your empire to victory. Has control sheets, map pieces, tokens, cards, counters, rules. Compatible with Star Trek: Deep Space 9, and also with their Babylon 5 game! **$80.00**

CGS Star Trek: Deep Space 9 */#
By Component Game Systems. The Federation, Cardassians, Maquis and Dominion vie for control of Deep Space 9 and the Bajoran Wormhole. Players form a new and unique board each time they play, using hexagonal map pieces. Allows great replay value. Be the first player to lead your empire to victory (economically, politically or territorially). Has control sheets, map pieces, tokens, cards, counters, rules. Compatible with Star Trek: Next Generation, and also with their Babylon 5 game! **$80.00**

FFG Twilight Imperium */#
As soon as I learnt of this game I immediately hunted down the manufacturer and ordered a whole heap of 'em! This is a visually stunning and very playable *board*game of galactic colonization, conquest, and expansion, for 2 to 6 players. The gameboard is different every game, as it has 49 beautiful, 76mm-wide thick-card, geo-morphic hexes, that are arranged differently each game. These tiles include planets, twin-world systems, asteroid fields, supernovas, wormholes, & empty space. Players control one of six unique alien races and one homeworld, whereupon they spend production to build spaceships, planetary defenses and units, spacedocks, and develop technology. 76 action cards and 20 political cards add plenty of random events to the game, but often the player who best backstabs the others will win! The rules are a refreshingly short 16 pages, so concentrate on fast paced, action filled games. Ship types are fighters and carriers, cruisers, and dreadnoughts. Thoroughly recommended. **$85.00**

Borderlands Adds two new races to *Twilight Imperium*. The 8 page rulebook also adds several advanced rules options such as assassins, advanced construction, mines, & declarations of war and peace, etc. Includes 238 counters for the two new races and advanced rules, and 32 new action and political cards. **$34.00**

Twilight Armada More than 300 plastic miniatures of dreadnoughts, cruisers, carriers, fighters, PDS, ground forces, starbases, etc, in six colors, and also red and white counters, to represent ones and fives. **$63.00**

The Outer Rim Adds thirteen additional hex-systems to form a fifth galactic ring around Mecatol Rex, including two new home systems for two new races. Also has new counters for the two new races, and new Leader Counters and Shock Troopers for all ten races, with new rules. **$48.00**

Fantasy

FFG BattleMist */#
This is a fantasy version of *Twilight Imperium*. In the ever-changing domain of Mennara, trouble stirs. Control one of six powerful races, which are Dwarves, Elves, Knights, Orcs, Barbarians, Undead, and lead your realm into vast forests, plains and mountains in search of the key to ultimate power, the Stars of Timorran. Expand your realm, grow impressive cities, building mighty armies, wield terrible magic, and send heroes on quests. Featuring the hexplay adaptable gameboard, so every game is different. For 2 to 6 players. With 25 plastic markers, 2 colorful counter sheets, 45 quest cards, 84 action cards, hex map. **$100.00**

The Sails of War Contains a large 35" x 23" sea-map and a multitude of ship-counters for trade ships, warships and transport ships. Players must face turbulent waters and sea monsters as they brave the waters. Also new trade and initiative interfaces, and six record/reference sheets. **$50.00**

CKG Castle of Magic **/#
For 4 to 6 players. The Land is in chaos and a monster lurks in the Castle. You play one of 16 different wizards with unique personal goals. You must obtain the Item of Power that fulfills your quest. Do you seek to banish the monster or control it to your personal gain. The adventure unfolds as you cast spells to gain power and discover the ever changing secrets of the Castle. With game board, 16 wizard cards, 22 Secret Cards, 42 Move Cards, Crown, Amulet and Scepter pieces, etc. **$55.00**

COS Cosmic Wimpout */#
A fast paced game played with 5 special Cosmic Wimpout dice. Players try to roll scoring combinations and take points which will add up to a winning total. But many times a player is forced to keep rolling by several strange rules. You can also win or lose outright by just one roll. For any number of players. Available in three formats:

Cosmic Wimpout Tube **$10.00**
Cosmic Wimpout Boxed........................ **$18.00**
Cosmic Wimpout Travel Edition With velvet bat **$34.00**

ATL Cults Across America */#
The board game of the Cthulhu world. Pummel the President. Buy a tank. Sack Arkham. Shoot Nyarlathotep with a Cosmic Ray Gun. You'll command cultists, high priests, tanks, the national guard, the President, even Cthulhu himself. With challenging resource management, detailed combat choices, three scenarios, 112 game cards. 18x28" color board, 384 counters. **$90.00**

CGS Hercules: The Legendary Journeys */#
By Component Game Systems, this exciting board game is based on the TV series. Take up the role of Hercules, Iolaus and other popular characters from the series as you explore Greek mythology. This game features both co-operative play, and competitive play. Can be played with the Xenagame. With 4 character control sheets, 14 map pieces, 50 playing cards, 56 counters. **$65.00**

STE KNIGHTMARE CHESS # 1 */#
An extremely popular excessory for the game of chess. This box contains 80 dark and beautiful cards, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degress, for example. **$30.00**

STE KNIGHTMARE CHESS # 2 */#
Here are 80 more cards to wake up your chess game - 78 brand new cards. You don't need KC#1 to use this one. Complete rules are included to use these new cards. **$30**

BBI Marvel Battlebooks */#
Full-color comic-format *battlebooks*. Each contains quickstart rules, a stats card, & the battlebook, with illustrated attacks that you can perform against another player. You must have at least two books to play. The books are: *Wolverine, Iron Man, Captain America, the Mighty Thor, Spider Girl.* **$7.50 ea**

AH Monsters Ravage America */#
Things look hopeless! America is in turmoil. Cities are being crushed. Historic landmarks are getting pulverized. The armed forces are fighting back as 8 giant monsters ravage America. For 1 to 4 players, each of which controls one giant monster and one branch of the armed forces. 2 mounted 16"x22" boards, 23 plastic playing pieces, counters, 44 cards, etc. **$90.00**

AH TITAN **/#
A ripsnorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasties. When opposing legions clash on the Masterboard play is transfered to one of eleven 8"x11" Battleland maps. With 621 large, attractive counters. **$65.00**

GAM TALISMAN 3rd Edition */#
It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. Mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, toad cards, over 100 counters, 32 coins, etc. A good fun romp. **$90.00**

ICE THE HOBBIT */#
A superb family game based upon Tolkien's novel *The Hobbit*. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards; there are all manner of gold, special cards, talismans, etc, to collect in your journeys. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Includes 4 plastic hobbits, coins & life points, special dice. **$60.00**

AH TITAN: The Arena */#
Like the bloodthirsty spectators of an ancient Roman coliseum, players wager on the outcome of bloody battle involving fantasy creatures. Each of the 2-5 players uses strategy and cunning, together with some good luck, to protect their wagers and to keep their monsters alive until the end of the game. With 110 cards of 8 major creatures, 88 creature strength cards, 11 minor creatures, 25 wagering chips, etc. Each creature has its own characteristics. **$40.00**

GAM WARHAMMER QUEST */#
This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warrirors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps intheir quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc; tons of counters, card floorplans including 10 plastic door ways, and the best - over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 giant rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snotlings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf. **$119.00**

Lair of the Orc Lord Dare to enter the domain of the Black Fang Orcs of Mount Gunbad, rule by the Warboss Gorgut. With eight metal miniatures including Gorgut, two rooms and passageway, rules, cards, etc. **$57.00**

WARHAMMER QUEST MINIATURES

CIT992966 IMPERIAL NOBLE	$20.00
CIT00104 WARRIOR PRIEST	$20.00
CIT00128 DWARF TROLLSLAYER CHARACTER	$20.00
CIT000265 EVENT CARDS	$15.00

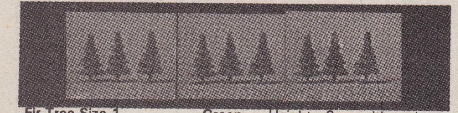
AH WIZARDS QUEST */#
One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Mamon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. With superb full color mapboard, one sheet of counters, 35 Petition Cards, two dice. **$50.00**

CGS Xena: Warrior Princess Board Game */#
By Component Game Systems, this exciting board game is based on the TV series. Xena, Gabrielle and other popular characters are used to explore Xena's mythical ancient Greek world. This game features both co-operative play, and competitive play, where players race against each other to accomplish missions quickly. Can be played with the Hercules game. With 4 character control sheets, 14 map pieces, 50 playing cards, 56 counters. **$65.00**

K&M MODEL TREES

Deciduous Tree Size 1 - Green Height - 3cm without base
- Autumn Height - 3cm without base

$1.10 each unbased or $99.00 for a box of 100
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)

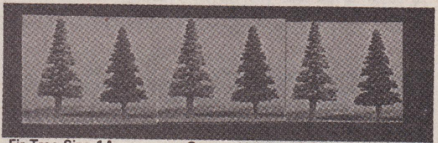


Fir Tree Size 1 - Green Height - 3cm without base

$1.10 each unbased or $99.00 for a box of 100
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)

Deciduous Tree Size 1A - Green Height - 5cm without base
- Green Height - 6cm with base
- Autumn Height - 5cm without base
- Autumn Height - 6cm with base

$1.95 each unbased or $43.00 for a box of 25
$2.65 each based or $59.00 for a box of 25
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)

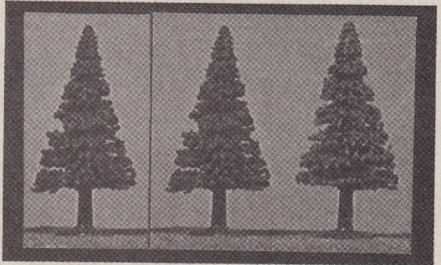


Fir Tree Size 1A - Green Height - 5.5cm without base
- Green Height - 6.5cm with base

$1.95 each unbased or $43.00 for a box of 25
$2.65 each based or $59.00 for a box of 25
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)

Deciduous Tree Size T70 - Green Height - 7cm without base
- Green Height - 9cm with base
- Autumn Height - 7cm without base
- Autumn Height - 9cm with base

$3.25 each unbased or $73.00 for a box of 25
$3.95 each based or $88.50 for a box of 25
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)

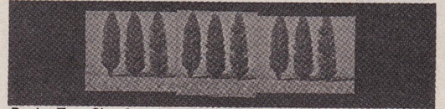


Fir Tree Size 2A - Green Height - 10cm without base
- Green Height - 12cm with base

$3.75 each unbased or $67.50 for a box of 20
$4.45 each based or $80.00 for a box of 20
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)

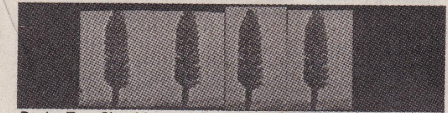
Deciduous Tree Size 3 - Green Height - 13cm without base
- Green Height - 15cm with base
- Autumn Height - 13cm without base
- Autumn Height - 15cm with base

$4.95 each unbased or $89.00 for a box of 20
$5.65 each based or $101.00 for a box of 20
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



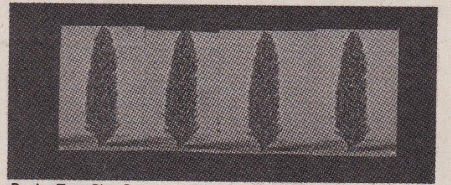
Poplar Tree Size 1 - Green Height - 3.5cm without base

$1.10 each unbased or $99.00 for a box of 100
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



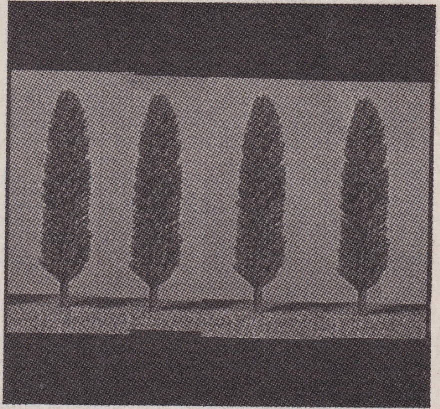
Poplar Tree Size 1A - Green Height - 5.5cm without base
- Green Height - 6.5cm with base

$1.95 each unbased or $43.00 for a box of 25
$2.65 each based or $59.00 for a box of 25
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



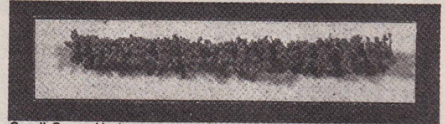
Poplar Tree Size 2 - Green Height - 6.5cm without base
- Green Height - 7.5cm with base

$2.50 each unbased or $56.00 for a box of 25
$3.20 each based or $72.00 for a box of 25
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



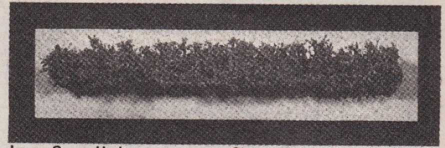
Poplar Tree Size 3 - Green Height- 12.5cm without base
- Green Height- 14.5cm with base

$4.95 each unbased or $89.00 for a box of 20
$5.65 each based or $101.00 for a box of 20
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



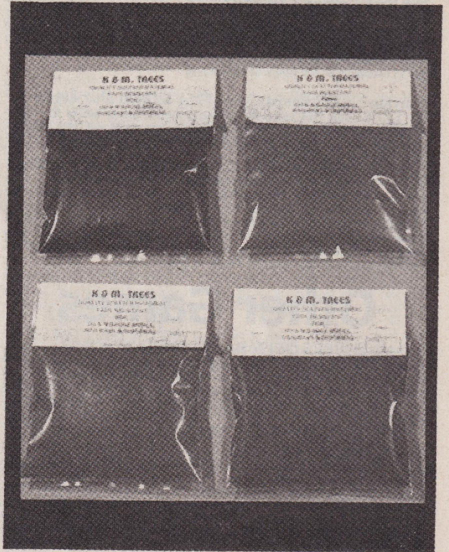
Small Green Hedge Size - 15.5cm long by 1.6cm high

$2.95 each or $53.00 for a box of 20
(Suitable for 15mm ancients, Napoleonic, fantasy etc, or as a small hedge for Warhammer Fantasy or 40K, WW2.)



Large Green Hedge Size - 18cm long by 2cm high

$4.75 each or $85.50 for a box of 20
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy or 40K, World War Two, US Civil War, etc.)



K & M FLOCK

An excellent range of fine flock to put on the bases of your miniatures.

K&MSCATTER1	Grass Green Flock	$4.50
K&MSCATTER2	Grass Medium Green Flock	$4.50
K&MSCATTER3	Light Olive Green Flock (This color is the closest to Citadel Flock)	$4.50
K&MSCATTER4	Dark Olive Green Flock	$4.50
K&MSCATTER7	Dark Green Flock	$4.50
K&MSCATTER9	Dark Brown Flock	$4.50
K&MSCATTER10	Mushroom Brown Flock	$4.50
K&MSCATTER14	Golden Sand Flock	$4.50

K&M Trees, hedges, and Geo-hex hill

Scenery for Miniatures

COLOR CODE

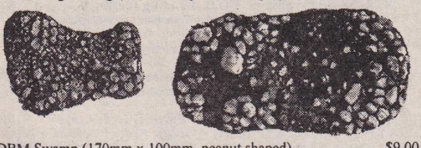
- ■ New Item Now Available and in Stock
- ■ New Item Not Yet Released

Adventurous Spirit
Roads, Rivers, Terrain

High quality roads and rivers etc made of rubber urathane. Most items are cast in a light brown (or grey if cobblestones), so just need dry brushing with acrylic paints. I f you lightly buff with very fine sandpaper, the surface will be easier to paint.

DBM 15mm Terrain Features

DBM Enclosed Fields (2 different fields)	$15.00
DBM Rough Going (3 different patches rough going) *below*	$20.00



DBM Swamp (170mm x 100mm, peanut shaped)	$9.00
DBM Lake (250mm x 150mm, peanut shaped)	$18.00
DBM Terrain Set 1 (one each of above four packs)	$62.00

6mm Scale Road Sets

6mm Straight Dirt Road Set, 180cm long, 3cm wide	$20.00
6mm Curved Dirt Road Set, (7 curved pieces, 3cm wide)	$20.00
6mm Junction Dirt Road Set (2 x Xroad, 4 T, 2 Y, 3cm wide)	$20.00
6mm Sealed Surface Straight Road Set, 180cm x 3cm	$20.00
6mm Sealed Surface Curved Road Set, 12 curved pieces	$20.00
6mm Sealed Surface Junction Road Set, 2 X, 4 T, 2 Y	$20.00

15mm Scale Road Sets

15mm Straight Dirt Road Set, 120cm long, 5cm wide	$40.00
15mm Curved Dirt Road Set, 85cm long, 5cm Wide	$40.00
15mm Junction Dirt Road Set, X-Rd,2xT-Inter,Y-Junction	$40.00
15mm Big Dirt Road Set (Any 3 of the above sets)	$110.00
15mm Dirt Roads Starter Set: 2 Straight, 1 Curved, 1 Junction	$140.00
15mm Straight Cobblestone Road Set, 120cm x 5cm	$40.00
15mm Cobblestone Road Junctions (2 T, 2 Xroads, 5cm wide)	$40.00

25mm Scale Road Sets

25mm Straight Dirt Road Set, 180cm long, 7cm wide	$50.00
25mm Curved Dirt Road Set (6 curved pieces, 7cm wide)	$25.00
25mm Junction Dirt Road Set (2 x T, 1 x X, 1 x T, 2 x turn)	$50.00

River Sets

DBM River Straight Pack (4cm wide by 120cm long) Cast in brown. Has six mostly straightish pieces, including a natural ford crossing.	$40.00
DBM River Winding Pack (4cm wide by 80cm long) Cast in brown. Has eight pieces. all winding. Supplement to above pack.	$40.00
DBM River/Stream System (4cm wide by 300cm long) Cast in brown. Has eighteen pieces, includings road crossing, bridge crossing (needs a bridge), ford crossing, lots of straight and winding sections.	$110.00
DBM River/Stream System with Resin Bridge (as above + br)	$126.00
25mm Scale River Set, 200cm x 10-14cm wide (10 pieces)	$100.00

Shell Craters

Any Scale Crater Set (20 assorted craters, 12mm-30mm wide)	$6.00
Big Crater Set (10 assorted craters, 30mm-80mm wide)	$15.00

DBM 15mm Temporary Defense

AS71 15mm Resin Palisade with gate (8cm long)	$5.95
AS72 15mm Resin Palisade (8cm long)	$5.95
AS73 2 x 15mm Resin Palisades (4cm long)	$7.95
AS75 2 x 15mm Resin Palisade Corners	$6.95

Armorcast's Terraform

Armorcast are the company who brought us those magnificent resin ktis of Warhammer 40,000 titans and vehicles. We are not allowed to import those vehicles to Australia any more, but Armorcast have just released a magnificent rage of resin battlefield scenery for use with Warhammer 40,000, Warzone, Kryomek, and Legions of Death/Planetstorm. Check these out - they are fantastic!

Ruined Building Corners

ARM110 Ruined Building Corner with Single Door Stands 62mm high, with one single door, 4 windows, 75mm x 80mm	**$13.50**
ARM111 Ruined Building Long Corner with Double Door Stands 62mm high, with single door & double door, 3 windows, 40mm x 115mm	**$13.50**
ARM112 Low Ruined Building Corners (2) Two L shaped 40-50mm tall ruined building corners, one longer than the other.	**$17.95**
ARM113 Low Ruined Building Corners with shell holes(2) Similar to above, but pitted and scored with shell holes.	**$17.95**
ARM115 Two Stories Ruined Building Corner, Roller Door Stands 88mm high, with single door, roller door, 6 windows, 85mm x 55mm	**$15.95**
ARM116 Two Stories Ruined Building Long Corner Stands 88mm high, with single door, 8 windows, 47mm x 102mm	**$15.95**
ARM117 Two Story Corner with Floor Two story high corner of a building with windows at ground and first floor level, with a floor for the first floor. 9cm high, 11cm wide.	**$21.50**
ARM118 Three Story Corner with Two Floors Three story high corner of a building with windows at ground, first floor level, and second floor level, with a floor for first and second levels. 12.5cm high.	**$35.95**
ARM119 Four Story Corner with Three Floors Four story high corner of a building with windows at all floor levels, with a floor for first, second and third levels. 17.5cm high.	**$35.95**
ARM121 T Section of Ruined Building with Door A T section of ruined building with a door, about 6cm high.	**$14.50**
ARM122 Taller T Section of Ruined Building A much taller T section of ruined building without a door. About 9cm tall.	**$14.50**
ARM123 Ruined Cathedral Straight Wall A stunning ruined cathedral wall, about 9cm high.	**$26.95**
ARM124 Ruined Cathedral Corner A stunning ruined cathedral corner section, about 9cm high.	**$26.95**
ARM125 Ruined Cathedral Ends	**$16.50**
ARM126 Cathedral Rubble I	**$16.50**
ARM127 Cathedral Rubble II	**$12.95**
ARM128 Ruined Cathedral Front Wall with Door	**$27.95**
ARM129 Ruined Cathedral End Wall with Windows	**$27.95**

Cathedral (Undamaged)

ARM880 Cathedral Straight Wall Section	**$37.00**
ARM881 Cathedral Corner	**$37.00**
ARM882 Cathedral Front Wall, Door, Rose Windows	**$69.00**
ARM883 Cathedral End Wall with Stained Glass Window	**$69.00**

High-Tech Walls

ARM130 High Tech Walls Set 1 (2) Two walls about 6cm tall, one 15cm wide and one 10cm wide.	**$15.95**
ARM132 High Tech Walls Set 2 (2) Two walls about 6cm tall, 12.5cm wide. Great for Necromunda.	**$15.95**
ARM133 High Tech Walls Set 3 (2) Two walls about 6cm tall, 15cm & 10cm wide, covered with pipes, bolts, levers.	**$15.95**
ARM134 High Tech Walls Set 4 (2) Two walls about 6cm tall, each 12.5cm wide, covered with pipes, bolts, levers.	**$15.95**
ARM135 4" long 1" tall High Tech Walls (3) Three 4" long 1" tall, high tech walls.	**$10.95**
ARM136 6" long 1" tall High Tech Walls (3) Three 6" long, 1" tall high tech walls.	**$13.50**
ARM137 6" long 1" tall PipeWalls (3)	**$18.50**
ARM138 PipeWalls Accessories (3) End Piece, Junctions	**$13.95**

Stone Walls

ARM140 10cm x 2cm Small-Rock Walls (3) Walls 2cm tall, 10cm long, made of small rocks.	**$10.95**
ARM142 10cm x 2.5cm Quarry-Stone Walls (3) Walls 2.5cm tall, 10cm long, made of quarry stones.	**$10.95**
ARM146 10cm Straight Sandbag Walls (3) Walls 2.5cm tall, 10cm long, straight, made of sandbags.	**$10.95**
ARM148 10cm Curved Sandbag Walls (3) Walls 2.5cm tall, 10cm long, curved, made of sandbags.	**$10.95**
ARM160 15cm x 2cm Small-Rock Walls (3) Walls 2cm tall, 15cm long, made of small rocks.	**$12.50**
ARM162 15cm x 2.5cm Quarry-Stone Walls (3) Walls 2.5cm tall, 15cm long, made of quarry stones.	**$12.50**
ARM190 23cm x 2cm Small-Rock Walls (2) Walls 2cm tall, 23cm long, made of small rocks.	**$12.50**
ARM192 23cm x 2.5cm Quarry-Stone Walls (2) Walls 2.5cm tall, 23cm long, made of quarry stones.	**$12.50**

Science Fiction Terrain

ARM210 Piles of Rubble A 25mm high pile of bricks, and 25mm high pile of scrap.	**$10.95**
ARM218 Large Pile of Junk 7.5cm tall pile of vehicle parts and other junk.	**$15.50**
ARM220 Tri-Tank Fuel Cells Three round chemical storage tanks connected together, about 30mm high.	**$9.50**
ARM222 Cryo Generator & Small Power Unit 37mm high Cryo Generator and 25mm high Small Power Unit.	**$10.95**
ARM224 Cyro Tank, Fuel Processor, Oil Storage Tank 37mm high Cyro Tank, 30mm tall Fuel Proessor, 25mm tall Oil Storage Tank.	**$10.95**
ARM230 Large Tri-Tank Fuel Cells Three large round chemical storage tanks connected together, about 50mm high.	**$15.95**
ARM232 Large Cryo Generator One large Cryo Generator, about 60mm high.	**$13.50**
ARM234 Large Fuel Processor (1) One large Fuel Processor, about 40mm high.	**$10.95**
ARM236 Large Cryo Tanks (2) Two large spherical Cryo Tanks, about 60mm high.	**$13.50**
ARM240 Power Grid (2) Two pieces of a Power Grid, one abot 20mm high, the other 45mm high.	**$11.95**

Containers

ARM310 Small Wooden Crates (9 crates)	**$10.95**
ARM312 Medium Wooden Crates (6 crates)	**$10.95**
ARM314 Medium Vertical Wooden Crates (4 crates)	**$10.95**
ARM316 Medium Vertical Metal Crates (4 crates)	**$10.95**
ARM320 Large Wooden Crates (4 crates)	**$13.50**
ARM322 Large Metal Crates (4 crates)	**$13.50**
ARM324 Large Vertical Wooden Crates (3 crates)	**$13.50**
ARM326 Large Vertical Metal Crates (3 crates)	**$13.50**
ARM340 Small Stack of Crates Set 1 (2 stacks)	**$11.95**
ARM342 Small Stack of Crates Set 2 (2 stacks)	**$11.95**
ARM343 Big Crate Stack 1, multi-level (1 stack)	**$17.95**
ARM344 Big Crate Stack 2, multi-level (1 stack)	**$17.95**
ARM345 Big Crate Stack 3, multi-level (1 stack)	**$17.95**
ARM346 Big Crate Stack 4, , multi-level (1 stack)	**$17.95**
ARM380 Barrels & Drums (7)	**$13.50**
ARM382 Wooden Barrels (7)	**$13.50**

ARM510 Mechanic's Tool Boxes (8) Eight tool boxes, jerry cans, storage boxes, etc.	**$11.95**
ARM520 Double Check Valve	**$18.50**
ARM530 Transformers	**$16.50**
ARM550 Control Room Panels (3 pieces) Three computer consoles, about 5cm high.	**$17.95**
ARM551 Air Duct Vent (very large)	**$13.95**

Rocks & Giant Crystals

ARM410 Outcroppings of Giant Quartz Crystals Set 1 (2) Two outcroppings of huge crystals, about 4cm tall.	**$11.95**
ARM412 Outcroppings of Giant Quartz Crystals Set 2 (2) Two more outcroppings of huge crystals, about 4cm tall.	**$11.95**
ARM430 Outcroppings of Giant Fluorite Crystals (2) Two outcroppings of giant fluorite crystals, about 2cm high, and different widths.	**$11.95**
ARM436 Outcroppings of Giant Pyrite Crystals Set 1 (2) Two outcroppings of giant pyrite crystals, about 2cm high, and different widths.	**$11.95**
ARM438 Outcroppings of Giant Pyrite Crystals Set 1 (2) Two outcroppings of giant pyrite crystals, about 2-3cm high, and different widths.	**$11.95**
ARM442 Large & Small Sandstone The large sandstone is about 9cm tall by 5cm wide, the other is about 2.5cm high.	**$11.95**
ARM443 Large Sandstone	**$12.50**
ARM444 Slate Wall & Mesas A large slate wall about 4cm high, and two groups of rocks, 2-3cm high. Great!	**$11.95**

Rivers

ARM490 River Set (8 pieces) A river 120cm long, 9cm wide, with rocky, grassy, sandy banks.	**$77.95**
ARM491 River Straight Pieces (2 pieces) 15cm and a 20cm long pieces of river, same as above.	**$23.50**
ARM492 River Curved Pieces (2 pieces) 12.5cm and a 17.5cm long pieces of river, same as above.	**$21.50**
ARM493 River Spring & Y Intersection	**$26.00**
ARM496 River 4" Straight Section plus Curved Piece	**$37.00**
ARM497 River Transition Pieces (2) 3" becomes 4"	**$28.00**

Alien Plants

ARM611 Alien Small Pod Plant Cluster A large patch of ground with 4cm tall rock and several large alien plants.	**$10.95**
ARM612 Small Alien Plant Pod Cluster	**$10.95**
ARM614 Alien Medium Sized Pod Plant One huge alien leafy pod plant, around 6cm high.	**$17.50**
ARM615 Large Pod Plant	**$30.00**
ARM624 Alien Medium Sized Mantrap Plants Two huge mantrap plants, one open, one closed, about 6cm tall.	**$28.95**
ARM625 Large Alien Mantrap Plant	**$28.00**
ARM670 Alien Spike Cactus Large spiky alien cactus plant, around 7cm tall.	**$15.95**

Tree Stumps

ARM690 Small/Medium Tree Stumps (5) 5 small and medium sized tree stumps, one hollow.	**$12.50**
ARM691 Giant Hollow Tree Stump (1) A huge hollow tree stump - you can fit several 30mm figures inside.	**$12.50**

Fortifications

ARM460 Crater Set (3 pieces)	**$8.50**
ARM710 Trench Starter Set Has two weapons pits, two corners and a straight.	**$69.95**
ARM711 Tench Weapons Pit The trenches are 20mm deep inside, and 25mm wide inside.	**$24.50**
ARM712 Straight & Corner Trenches (3) Two corner trenches pieces and one straight trench piece.	**$35.95**
ARM713 T-Intersection Trenches (2) Two T-Intersection Trench pieces.	**$21.50**
ARM714 Two Straight Trenches	**$28.00**
ARM715 45" Trenches (2)	**$22.00**
ARM718 Small Weapons Pits	**$24.00**
ARM720 Sandbag Bunker A huge two story sandbag bunker.	**$74.95**
ARM721 Sandbag Emplacement Large Sandbag emplacement.	**$26.95**
ARM722 Large Concrete Bunker	**$90.00**

Bridges & Obelisks

ARM810 Stone Bridge with Gargoyle Pillars A huge stone bridge with gargoyles on the four pillars.	**$84.95**
ARM815 Tech Bridge	**$78.00**
ARM820 Bridge of Skulls	**$100.00**
ARM860 Tall Skull Obelisk	**$21.50**
ARM861 Bone Obelisk	**$22.00**
ARM870 Bone Walls I	**$20.00**
ARM871 Bone Walls II	**$20.00**
ARM875 Skull Piles (2)	**$22.00**

Feudal Japan

ARM970 Japanese Footbridge	**$46.00**
ARM971 Japanese Standing Arch (very tall)	**$37.00**
ARM972 Japanese Stone Lanterns (3)	**$16.95**

Dwarven Forge
Master Maze

ROOM & PASSAGE SET Beautiful 3D dungeon sets, for 25mm scale figures. Each piece is intricately sculpted, cast in durable resin, and hand painted, with felt stuck beneath each piece. The pieces can be arranged and rearranged into rooms and passages of countless shapes and sizes. Also comes with foam storage and a booklet of setup ideas. This *Room and Passage Set* includes 9 passage pieces, 25 room pieces, 3 swinging doors, 55 bow tie connectors. **$149.95**

ROOM SET To be used with the above, includes 29 Room pieces, 2 swinging doors, and 50 bow tie connectors. **$99.95**

25 DIAGONAL WALLS SET To be used with the above, includes 25 diagonal wall pieces with 50 bow tie connectors. **$99.95**

Curved Walls & Passages Set With 4 Curved Passages, 8 Curved Corners, and 30 Bow Tie Connectors. **$99.95**

OCTAGONAL ROOM SET To be used with the above, includes 29 Room pieces that make up an octagonal room, 2 swinging doors, and 50 bow tie connectors. **$99.95**

OGRE'S DEN Has one finely detailed all-purpose monster's lair – very cute! Also a swinging door, raisable portcullis, treasure. **$109.95**

RAISABLE PORTCULLIS A small stone archway with a small raisable portcullis – very cute! **$19.00**

RED PILLARS A set of 8 red pillars, each 40mm high. **$27.00**

WICKED ADDITIONS SET Has 2 Curved Passage Pieces, 4 Curved Corner Room Pieces, 2 Large Rectangular Floor Tiles, 2 sets of Upper and Lower Stairs, 4 Red Pillars, 1 Long Straight Passageway, 1 Demon Archway, 1 Raisable Portcullis, etc. **$129.95**

Geo-Hex

The world is not flat, but your games tabletop is, and that's why you need the revoluationary, patented, landscape system from Geo-Hex. Unlike boring rectangles and one-off hills that limit you, Geo-Hex is comprised of seven shapes engineered to let you simulate any portion of the earth's surface. All pieces are finished and ready to use, you simply arrange them into pleasing landscapes. We do carry stocks of most of the range, but please allow two to three weeks delivery from your order date if any item is not in stock. But rest assured, we import this product by air direct from the USA.

GH105 WORLDPAC GameScape Green Set $210.00
Includes 41 green-flocked hexagonal and part-hexagonal landscape shapes that make hills with smooth contoured sides, the full hexagonal tiles being 30cm from edge to edge, a matching 120cm x 180cm GameScape Flocked Green Mat, and scenic cloth for a stream and forest, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together. I bought one of these myself, and it is absoluately stunning. A great investment.
GH205 WORLDPAC GameScape Desert Set $210.00

GH110 Hill Set GameScape Green $105.00
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with smooth-sloped contours, identical to those found in the *Worldpac* sets.

GH120 Rough Hill Set GameScape Green $105.00
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with sheer cliff faces, letting you add steep hills and impassable terrain to your *Worldpac* sets. I bought one of these too.

GH140 Rough Terrain Set GameScape Green $185.00
Adds 46 pieces being hill sheer edge pieces and hill transitional pieces.

GH1301 The Expander Set GameScape Green $185.00
Adds roads to the set. With 35 pieces that cover over 23 square feet, 23 pieces being reversible hexes with plain green on the back and roads on the face. The contour shapes have roads up the face.

GH1601 Master Terrain Set GameScape Green $560.00
Over 64 square feet of tabletop lanscape. This system can bury a ping pong table with pieces to spare. 135 pieces, including 44 reversible hexes and half hexes, contour shapes, and cornorlocks.

GH305 WORLDPAC BattleScape Green Set $250.00
Identical to GH105, except that the landscape tiles and Battlescape flocked mat have a 1½" hexagonal grid printed on them, for playing games such as BattleTech.
GH405 WORLDPAC BattleScape Desert Set $250.00

PSL12 Sloped Pack (2 gentle hill corners, 2 longs) $13.00
PTN12 Transition Pack (4 sheer hill transition pieces) $17.00

GEOHEX TERRAIN CLOTHS
GSMAT-G Green flocked 120x180cm terrain cloth. $57.00
I bought one of these, ironed out the creases as per the instructions, and the mat is absolutately stunning - and the flock does not come off.
GSMAT-GX Green, hexgrid flocked 120x180cm terrain cloth. $72.00
GSMAT-D Desert flocked 120x180cm terrain cloth. $57.00
GSMAT-DX Desert, hexgrid flocked 120x180cm terrain cloth. $72.00
GSMAT-S Blue seascape 120x180cm terrain cloth. $50.00
GSMAT-SX Blue, hexgrid seascape 120x180cm terrain cloth. $60.00
GSMAT-O Colorful Starscape 120x180cm terrain cloth. $50.00
GSMAT-OX Colorful Starscape, hexgrid 120x180cm cloth. $60.00
GSMAT-IC Silent Death Next Millennium Starmap (hexes) $55.00

GEOHEX FLOCK AND PAINT

GHF49 Geo-Hex Green Flock (1 pint) $8.00
GHF50 Geo-Hex Desert Flock (1 pint) $8.00
The same flock that they use on their green or desert hills and terrain cloth. Which means you can flock your miniatures with the same flock, so that your miniatures' bases will blend into GH terrain perfectly. Use with the below paint.

GEO4141 Geo-Hex Green Paint 4 oz $10.00
GEO4142 Geo-Hex Desert Paint 4 oz $10.00
The same color that Geo-Hex undercoat their scenery with. Mix the paint with about 50% PVA glue and then paint onto your figures' bases immediately prior to flocking them with the above flock.

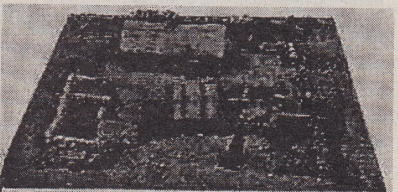
Miniature World Maker

This is a new locally produced range of rubber scenery. **The scenery comes flocked and completely painted.** All you have to do is open the bag and use it! Please note, however, that the rubber is quite thin and not as durable as the Adventurous Spirit Range.

Scenery Suitable for 15mm & 20mm Figures

MWMRDT1 Dirt Road Pack $43.00
6 Straight sections, 49cm ea, 3 Curved sections, 56cm ea, 2 T-Junctions, Y-Junction, Crossroads.
MWMRIV1 River Pack $43.00
4 Straight sections, 51cm ea, 2 Curved sections, 30cm ea, 2 S-Bends, 2 Y-Junctions, 2 Fords.

MWMC1 Medieval Village Scene $25.00
Large stone house, small house with walled surround, pig-sty, wicker fence, bee hives, etc. 29cm x 29cm



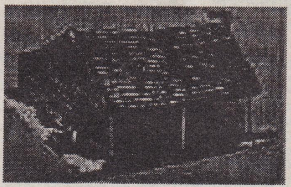
MWMC1 Medieval Village Scene

MWMC1a Small Medieval Village Scene $20.00
Smaller version of C1. 24cm x 18cm
MWMC2 Celtic Village Scene $25.00
Celtic village on a hill, within a wooden stockade. 29cm x 29cm.
MWMC3 Large Field of Vegetables & Vines $28.50
Cottage plus walled fields with vegetables and vines. 29cm x 58cm.
MWMC4 Vine Covered Field $10.00
Field covered in neat rows of vines. 22cm x 19cm.
MWMC7 Flat Grassy Field $10.00
Stone walls along three sides, rocks on the fourth. 25cm x 18cm.
MCMC8 Walled Field $12.00
Has cornfield & ploughed section. Walls on three sides, hedge on the fourth, 24cm x 21cm.

MWMC9 Rectangular strip of Fields $20.00
Cornfield, ploughed field, vegetable fields, vineyard, small orchad, all on one 52cm x 24cm base. Fields can be cut apart if desired.

MWMC9 Rectangular strip of Fields

MWMC10 Graveyard $10.00
Walls on two sides, hedges on the other two. 15cm x 11cm.
MWMC14 Marshland $12.50
Marsh with rocks and reeds. 25cm x 21cm.
MWMC15 Gorge $25.00
2 large rocks, road section, river section. Two x 25cm x 13cm x 7cm.
MWMC17 Haystacks $12.50
Two rectangular fields of wheat, three haystacks, 6 wheatsheaves.
MWMC18 Water Village $25.00
3 houses, 2 storage cones, canoe, wooden dec. 27cm x 23cm.
MWMC19 Ancient Temple $12.00
Temple with supporting pillars, 7.5cm x 7.5cm.
MWMC20 Early European House $15.00
2 storey European House with enclosed courtyard 17cm x 10cm.
MWMC21 DBA Base $6.00
Ancient wicker house in farm setting. 10cm x 10cm.
MWMC22 DBA Base $6.00
Ancient wicker house, small palisade wall on 2 sides. 12cm x 10cm.
MWMC23 Pack of Two Fields $10.00
Walled ploughed field with rocky terrain, and ploughed vegetable field. 15cm x 14cm and 15cm x 15cm.
MWMC24 House with Barn $15.00
Wooden slatted house with barn attached.
MWMC25 Wooden House $12.50
Wooden slatted house.



MWMC25 Wooden House

MWMC26 Wooden Barn $10.00
Large wooden slatted barn.
MWMC27 Hay and Log Pack $15.00
Two large bales and two small bales of hay, two wooden rafts, different log piles, hay stacks, log stacks.
MWMC28 Rough Ground $10.00
Patch of rough ground with 4 trees and rocks. 15cm x 15cm.
MWMC29 Field with Sunken Road $12.50
Ploughed field with stone walls, road lined with rocks. 25cm x 21cm.
MWMC30 Rocky Outcrop $12.50

Scenery Suitable for 25mm & 30mm Figures

MWMWDT1 Wide Dirt Road Pack $40.00
4 Straight sections, 30cm ea, 2 Curved sections, 18cm ea, the road being 12.5cm wide.
MWMWR1 Wide River Pack $50.00
4 Straight sections, 37cm ea, 2 Curved sections, 23cm; 12.5cm wide.

MWMF1 Trenches $22.50
Four straight trenches, 22cm x 3cm. 25mm scale.
MWMF2 Trenches $14.00
T-section, curved section, end section. 25mm scale.
MWMF3 Field Works $15.00
Palisades with earth bank. Eight pieces. 15mm scale.
MWMF4 Gun Emplacement $10.00
Concrete heavy gun emplacement. 15mm-20mm scale.
MWMF4A Fox Holes & Machine Gun Nests $12.50
Pack of eight concrete fox holes and machine gun nests. 15mm scale.
MWMF5 Concrete Bunker 15mm-20mm scale $10.00
MWMF8 Sandbag Gun Emplacement $10.00
Gun emplacement made of sandbags, 15cm x 10cm. 15mm scale.

MWMSP1 Rock Pack $12.50
Eight rock sections of various sizes.
MWMSP2 Small Crater Pack $12.50
Eight small craters
MWMSP3 Large Crater Pack $12.50
Three large craters.
MWMSP4 Rocky Terrain Pack $12.50
Four large patches of rocky ground, 15cmx9cm, 19cmx17cm.

Sci-Fi Supply

Sci-Fi Supply make six types of magnificent walls out of durable vacuum-formed styrene plastic, which easily cut into smaller lengths. (Each pack has 25 feet ! of walls.) These are perfect for enhancing games of Space Hulk, role playing in dungeons, but mostly just great for making indoor arenas in which to fight for Warhammer 40,000 or Fantasy. They also make a range of easy to assemble buildings.

SCI0101 Dirty High-Tech Spaceship Walls $25.00
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict1 the high-tech interior of spaceships, or futuristic buildings. Corridors & rooms, including door ways, etc.
SCI0102 Space Ship Walls & Rooms $25.00
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of spaceships, both usable as corridors and rooms, including doorways, etc.
SCI0103 Alien Giegeresque Walls & Rooms $25.00
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, very similar to the one in the movie ALIENS, which was designed by Gieger. For corridors and rooms, including doorways, etc.
SCI0104 Alien Lovecraftian Walls & Rooms $25.00
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, based on the Lovecraftian Mythos. For corridors and rooms, including doorways, etc.

SCI0201 Castle & Keep Corridors & Rooms $25.00
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of castle and keep corridors and rooms including doorways, etc.
SCI0202 Dungeon & Catacombs Corridors & Rooms $25.00
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of dungeon & catacombs corridors and rooms including doorways, etc.

SCI1101 BattleField Craters $10.00
Several sheets of 3-D battlefield craters of all sizes. Perfect for Warhammer 40,000 or BattleTech or Space Marine etc.
SCI1102 Ruined Building with Rubble $12.50
A detailed, partially destroyed and rubble strewn building. Has a large square area of rubble, with damaged walls on two sides. For 25mm or Epic scales, fantasy or sci-fi.
SCI1103 Pyrotechtonics Building $25.00

SCI2101 Tudor Inn $12.50
A large two story medieval style Tudor Inn. For 25mm only.
SCI2102 Stone & Thatch Tavern $12.50
A long one story medieval style Tavern. For 25mm only.
SCI2103 Blacksmith's & Stables $12.50
A long one stone wooden blacksmith's workshop with stables at one end. For 25mm only.
SCI2104 Plain Ol' House $12.50
A typical wooden medieval one story house. For 25mm only.
SCI2107 Mausoleum & Graveyard $12.50
For 25mm only.

SCI2201 Sci-Fi Tower $12.50
A sci-fi tower suitable mostly for Warhammer 40,000, etc.
SCI2202 Sci-Fi Bunker $12.50
A sci-fi tower suitable mostly for Warhammer 40,000, etc.
SCI2203 Downtown High-Rise $36.95
A sci-fi downtown high-rise building suitable mostly for Warhammer 40,000, etc.
SCI2204 Space Ship or VTOL Landing Platform $20.00
A sci-fi landing pad suitable mostly for Warhammer 40,000, etc.
SCI2205 Pressure Dome $12.50
A sci-fi building suitable mostly for Warhammer 40,000, etc.

SCI2301 Main Fortress (Part of Fortress Generica) $20.00
A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress.
SCI2302 Fortified Wall (Part of Fortress Generica) $12.50
A fortress wall suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.
SCI2303 Fortified Tower (Part of Fortress Generica) $12.50
A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2401 Lazy Buffalo Saloon $20.00
A big two storey saloon from the Americal Wild West.
SCI2402 Sheriff's Jailhouse $12.00
Your typical Wild West Sheriff's office.
SCI2403 Settler's Cabin $12.00
A Wild West log cabin plus log outhouse.
SCI2404 Livery Stable $20.00
A large two storey stable for horses in the Wild West.

Twenty First Century Games

This is an Italian company who make top quality thick-card science fiction and fantasy/western buildings. The buildings can be assembled by clicking pieces together, plus a little sticky tape, or you can glue the pieces together, which takes heaps longer. I made the Missile Base just using sticky tape, and it looks fantastic. The sci-fi titles are the perfect size for use with Warhammer 40,000, Necromunda, Warzone, even BattleTech or Warhammer 40,000 Epic. The western/fantasy titles are perfect for Warhammer Fantasy, Fantasy Warriors, Deadlands, even roleplaying games.

21C1.1 Black Moon Base $50.00
A large sci-fi base, 'Y' shaped, 70cm long and 60cm wide. 10.5cm high. Also with barricades. Can be combined with the *Iron Cloud Base* to make a huge starport.
21C1.2 Iron Cloud Base $45.00
A large sci-fi base, triangular shaped, 50cm long, 50cm wide, and 50cm high! Perfect for Necromunda. Can be combined with the *Iron Cloud Base* to make a huge starport.
21C3.0 The Mine $50.00
A huge mining operation complex, including an entry gatehouse, two elevator towers, large platforms, and base. 88cm long, 41cm wide, sections vary from 10cm to 35cm high.
21C4.0 The Barricades $30.00
Sci-fi barricades, which can also be three city walls. 45cm long, 80cm wide, and 7cm - 13cm high. Each wall has ramparts on both sides. There are four small towers and a small gatehouse. Could be used as the outer walls of a water purification camp.
21C6.0 Missile Base $45.00
This is the one I made. Has two missile silos, two missile launching racks, and a bunker, all joined by gangways and gantries. 50 long, 78cm wide, 9cm high.
21C7.0 Control Tower $45.00
A tall sci-fi starport control tower, 62cm tall and 18cm wide. Has an external staircase which winds around the whole tower.
21C2.0 Graveyard $30.00
Can be used as Wild West, Fantasy, or colonial science fiction. It includes four walls in a state of disrepair, that surround the entire graveyard, two gatehouses, and around 15 graves, all broken open.
21C5.1 The Inn (Ground Floor) $42.00
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used as the ground floor of a 3 story inn, or as a complete one story inn. It contains an optional roof, and has a complete interior. 26cm wide, 31cm long, 14cm high.
21C5.2 The Inn (First Floor) $24.00
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used as the first floor of a 3 story inn, or as a complete one story inn. It contains an optional roof, and has a complete interior. 26cm wide, 26cm long, 15cm high.
21C5.3 The Inn (Second Floor) $24.00
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used as the second floor of a 3 story inn, or as a complete one story inn. It contains an optional roof, and has a complete interior. 26cm wide, 26cm long, 15cm high.
21C5.4 The Stable $24.00
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used by itself or as an add-on to the inn.. 26cm wide, 21cm long, 15cm high…below:

Twenty Five Edition

Another Italian company making cardboard buildings, however, these buildings are not in the same league as the Twenty First Century buildings above.
25E3101 Medieval Castle $35.00
51cm wide, with 4 towers, keep and gatehouse.
25E3102 Medieval Fortified Monastry $35.00
65cm wide, with two towers, two gatehouses, one bell tower, and walls.
25E3201 Roman-style or Wild West Wooden Fort $20.00
29cm wide, with four towers, walls with ramparts, gate.
25E3202 Sci Fi Bunker 27cm wide, a simple bunker. $20.00
25E3301 Fantasy Palace 10cm wide, small 3 storey fantasy palace. $10.00
25E3302 Medieval Hamlet 3 small town buildings. $10.00
25E3401F Sci Fi Outpost 28cm high, two towers and a landing pad. $24.00
25E3403F Medieval Garrison Small walled garrison. $13.00

Miniatures & Miniatures Rules

COLOR CODE

🟥 New Item Now Available and in Stock

🟩 New Item Not Yet Released

Ancients & Medieval

Warhammer Ancient Battles

WHW **Warhammer Ancient Battles** Warhammer Fantasy Battles goes historical! Designed by Jervis Johnson and Rick Priestley, two Games Workshop staff. Uses the same basic rules as Warhammer Fantasy Battles, but there is no magic and no mega-powerful characters (yes!), just commanders, standard bearers, musicians, and the various troop types - so you can just focus on tactics and combat! Only ancient and medieval weapons are catered for, such as thrusting spears, heavy throwing spears such as the pilum, kontos, lance, javelins, four types of bow, etc. Armor is none, light or heavy. Shields can be normal, large or buckler. Elephants cause fear to enemy infantry and terror to enemy cavalry; legionaries are stubborn, meaning they ignore their first break result; warband automatically break an opponent whom they outnumber and cause greater casualties to in the first charge (and if warband break legionaries? - it is a 50% chance for them to break or stand). Drilled troops can open their ranks to let scythed chariots pass through them. There are rules for chariots, skirmishers, artillery, fortifcations, and two complete army lists: Late Marian/Early Imperial Rome, and Barbarian, which covers Gallic and British Celts, picts, Dacian, early Goths and Franks, etc. The rules are lavishly illustrated with beautiful full color prints of 25mm painted soldiers. **$47.50**

ARMIES OF ANTIQUITY Armies of Antiquity includes lists for all of the following armies: Sumerian, Egyptian, Hittite, Trojan Wars, Assyrian, Persian, Ancient Greek, Alexander & his Successors, Ancient Indian, Republican Roman, Cathaginian, Late Roman, Cataphract, Byzantine, The Nomad Hordes, The Saracens, Saxon, Viking, Norman, Crusader, Ancient Chinese, and Samurai. Also has New rules to use in your Warhammer Ancient Battles games, Seven 'Tribal Variations' for the Barbarian army list in Warhammer Ancient Battles, a Praetorian Guard variation for the Roman army list in Warhammer Ancient Battles. **$24.00**

Old Glory Figures

Exaggerated 25mm figures (ie 28mm) by ***Old Glory.***

We should be able to supply all orders within 2 weeks

Caesers Gallic & German Wars (around 50 BC)

CWG-01	Celtic Warband Command (30 foot)	$47.95
CWG-02	Celtic Heavy Infantry Warband (30 foot)	$47.95
CWG-03	Celtic Warriors. No Helmets, Bare Torso (30 foot)	$47.95
CWG-04	Celtic Warriors, Helmets, Bare Torso (30 foot)	$47.95
CWG-05	Celtic Warriors in tunics, no helmets (30 foot)	$47.95
CWG-06	Celtic Warriors in tunics, helmets (30 foot)	$47.95
CWG-07	Naked Gaesati Celtic Warriors (30 foot)	$47.95
CWG-08	Celtic Cavalry Command (10 mounted)	$47.95
CWG-09	Celtic Heavy Cavalry (10 mounted)	$47.95
CWG-10	British Light Cavalry (10 mounted)	$47.95
CWG-11	Celtic Slingers (30 foot)	$47.95
CWG-12	Celtic Archers (30 foot)	$47.95
CWG-13	Celtic High Command (? Figures)	$33.95
CWG-14	Roman Legionary Command (30 foot)	$47.95
CWG-15	Roman Legionaries Advancing with Pilum (30 foot)	$47.95
CWG-16	Legionaries Attacking with Gladius (30 foot)	$47.95
CWG-17	Roman High Command (? Figures)	$34.00
CGW-18	Celtic Headhunters (? Figures)	$26.00
CWG-21	Roman Heavy Cavalry (10 mounted)	$47.95
CWG-22	Roman Medium Cavalry (10 mounted)	$47.95
CWG-23	German Infantry with swords (30 figures)	$47.95
CWG-24	German Infantry with spears (30 figures)	$47.95
CWG-25	German Cavalry (10 mounted)	$47.95
CWG-26	Numidian Cavalry (10 mounted)	$47.95
CWG-27	Balearic Slingers (30 foot)	$47.95
CWG-28	Cretan Archers (30 foot)	$47.95
CWG-29	British Chariots (3)	$53.95
CWG-30	German Command (? Figures)	$47.95
CWG-31	Germans with one-handed axes	$47.95

Early Imperial Rome (around 50 AD)

PRR-01	Legionaries in Lorica Segmenta with Pilum (30 foot)	$47.95
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Eureka Miniatures are currently putting together a brand new catalog, as the last one was produced in 1997. The new catalog will include all of their recent additions plus all their other stock lines. As you may or may not know, Museum, Irregular, AB, and Full Thrust miniatures are all cast here in Melbourne under licence by Eureka Miniatures. Eureka Miniatures also produce a magnificent half an inch thick catalog, which contains hundreds and hundreds of black and white photographs of almost all the massive range listed in the catalog. We are proud to announce that we are now offering the entire Eureka Miniatures range. Simply buy this catalog, have a look at the photos, and order the codes from us as per usual, pay for the titles according to the price code at the begining of the catalog, and we will send the items to you. Please note that most items ordered from the Eureka Miniatures catalog may take one week for delivery (or longer if it is a *really* big order. All Eureka orders are cast-up specially for us, and normally delivered to us on the following Monday.) *Please also note that when ordering "100 piece armies" etc from this catalog, that a horse and rider counts as two pieces, even if moulded in one piece.*

Eureka Miniatures Catalog *Due June* **$16.00**

BATTLE HONORS

By Tony Barton

These are the best Polybian/Camillan/Republican 15mm Romans I have seen. I took one look at the figures, and immediately hunted down the supplier in England, bought myself the army, and decided to run the figures in this catalog too. All the shields are separate, as are most of the pilum and spears. Stick the shields at slightly different angles, and the figures look alive. *(Minimum order is ten packs. Allow three weeks for delivery.)*

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QUA **Tactica Ancient Rulebook** A set of ancient rules using the Tactica system, by Arty Confliffe. Includes army lists of the more common beligerants, heaps of great color photos. **$27.00**

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D.B.R.

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18th & 19th Century

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AVA **NAPOLEONS BATTLES**
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POW **Napoleonic Principles of War**
Miniatures wargames rules for conflicts between 1792 and 1815. These rules feature a simple mechanism that emphasises command and control. For any scale, from 6mm to 25mm. There is no casualty removal. 1 inch = 100 yards for 6mm adn 15mm, 1 inch = 50 yards for 25mm. There are usually 12 - 18 turns a day. One unit of models represents one foot regiment of two or more battalions, a cavalry unit represents a brigade of two or three cavalry regiments, an artillery battery represents several batteries. Also has detailed army lists for most nations involved. Caters to 25mm, 15mm or 6-10mm. Units are rated for being regular or irregular, and for using the French or Prussian or irregular system of warfare. Orders include attack, engage, hold, or retire. **$30.00**

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Each figure has up to 6 variations

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19th Century USA

Deadlands

PEG **THE GREAT RAIL WARS**
The year is 1876, but the history is not our own. The American Civil War rages on. Most of California has fallen into the Pacific. The Sioux Nations have reclaimed the Dakotas. The dead walk among us. Miners have discovered ghost rock, a wonder fuel that powers the many, mad steampunk devices that the North and South need to crush their hated foes. This is a skirmish level game of this world. With an 80 page rulebook, 16 page army book, 33 full color troop cards (including Buffalo Hunters, Gunmen, Gatling Guns, Clockwork Tarantulas, Sharpshooters & Texas Rangers, USA Troopers, Wolves, Walkin' Dead, etc!) 60 color counters, 6 Bounty Trackers, Boom! and flamethrower templates, 4 card-stock western buildings, 35 poker chips, dice, and 17 great 35mm pewter miniatures, being 10 gunmen, 5 walkin' dead, a gunslinger & a huckster. Great value!

THE GREAT RAIL WARS Reinforcements Features extra copies of the unit cards you got in the *Great Rail Wars* boxed game. There are at least two copies of all the troop cards plus 6 color versions of the premade heroes featured in the *Great Rail Wars* rulebook. Also most frequently asked questions. **18.00**

A Fistful O' Ghostrock 80 page campaign book has new rules for 1-on-1 duels, new troop types and three terror filled campaigns. Each tale has individual briefings for the railroad, secret events that occur during battles, and stories that evolve as you play to their shocking conclusions. **$25.50**

Cry Havoc! Two new types of heroes, alchemists and Indian shamans. 90 new spells, 35 new Harrowed Powers, 10 new mad scientist gizmos, 12 alchemical compounds. New rules for battlefields and terrain, 16 sheets of color spell cards. **$46.00**

Deadlands Miniatures

35mm metal figures.

PEG1203	Buffalo Soldier	$6.00
PEG1204	Huckster	$6.00
PEG1205	Mad Scientist	$6.00
PEG1206	Indian Brave	$6.00
PEG1207	Shaman	$6.00
PEG1208	Preacher	$6.00
PEG1209	Saloon Gal	$6.00
PEG1210	Pinkerton	$6.00
PEG1211	Texas Ranger	$6.00
PEG1215	Huckster	$6.00
PEG1216	Muckraker	$6.00
PEG1218	Pyro Master	$6.00
PEG1219	Demolitionist	$6.00

PEG1501	USA/CSA Troopers (5)	$26.50
PEG1502	Scouts (5)	$26.50
PEG1503	Gatling & Crew (5)	$26.50
PEG1504	Walkin' Dead (5)	$26.50
PEG1505	Automatons (5)	$26.50
PEG1506	Cannon & Crew (5)	$24.50
PEG1510	Tong Gang (5)	$26.50
PEG1511	Rail Crew (5)	$26.50

Fire & Fury

QUA **FIRE & FURY**
An innovative game system using miniature armies to recreate battles of the American Civil War. The game emphasizes playability without sacrificing historical accuracy. The rules offer everything you look for in a Civil War game, unit quality, leader effectiveness and casualties, morale, command control, weapons effectiveness, ammo supply, and fog of war. The basic combat unit is the brigade of infantry or cavalry. Has five scenarios. No remounting of figures is necessary. **$39.00**

Great Western Battles Scenario Book Seven new scenarios, with maps, special rules, historical background, order of battle. Scenarios are Shiloh 1862, Corinth 1862, Stones River 1862, Champion Hill 1863, Chickamauga 1863, and Atlanta 1864. **$30.00**

Great Eastern Battles Scenario Book At last we found this much sort after title! New scenarios, with maps, special rules, historical background, order of battle. Scenarios are First Bull Run 1861, Seven Pines 1862, Gaines' Mill 1862, Frayser's Farm 1862, Cedar Mountain 1862, Second Bull Run 1862 and Antietam. **$32.00**

Johnny Reb III

JOH **Johnny Reb III** 3rd Edition. Infantry uses a scale of one figure equals 30 men. This means that an infantry regiment of 16 miniature figures, being four stands of four figures per stand - represents a 480 man regiment. Each artillery piece represents one battery, with two or three crew, representing two or three sections within the battery. This version of the rules is greatly streamlined, with the vast array of tables and charts from previous editions being replaced with a system that required only one single sheet for almost all the info needed for play. The regiment is the basic building block of the rules. A simplification of combat and charge systems the play of much larger games are possible. 96 pages, 240 counters, 4 copies of the Quick Reference Chart. **$40.00**

Mr Lincoln's War

WAR **Mr Lincoln's War**
Written with the assistance of Arty Conliffe. Focuses the action on the tactical unit of the American Civil War – the Regiment. You play the role of a brigade or divisional commander. Includes a point system, no re-basing of existing figures required, quick battle resolution, 15 diagrams, a 5 minute turn sequence, gives command control problems common to this war. **$32.00**

Patriots & Loyalists

WAR **Patriots & Loyalists**
Written with the assistance of Arty Conliffe. A regimental-level game for the American Revolution which allows players to focus on battle plan execution, and to control armies as if they were Washington or Howe. Emphasizes morale and its effects on maneuver ability, unit cohesiveness in the face of enemy fire, and reactions to enemy activity. Minimal charts and factor calculations permit players to finish battles in a single evening. With scenarios. No re-basing of figures is required. Has point values for all units. Also covers the French and Indian War. **$32.00**

Principles of War

POW **Principles of War Waterloo to Mons**
Miniatures wargames rules for regular and colonial conflicts in the 19th Century, from the end of the Napoleonic wars to the beginning of WWI. These are a complete set of rules, which again emphasise command & control. Has army lists for the major nations between 1870-80, and a selection of colonial armies, such as zulu and American Indian. New weapons include machine guns. **$27.00**

Colonial Army Lists 1838 – 1915 Covers early, high and late colonial periods, with lists for Afghans, Boers, Japanese, Sikh, British, French, Mexican, Spanish, American Indians, Zulu, Peking, etc. **$18.00**

Continental Army Lists 1820 – 1869 Army lists cover Greece, Russia, Turkish, Austrian, British Crimean, Russian Crimean, US Union and US Confederate, US Cavalry, etc. **$18.00**

Continental Army Lists 1870 – 1915 & Russian Civil War Covers the late 19th Century Continental armies pre-WWI, Continental armies during WWI, and the Russian Civil War. **$18.00**

Stars 'N ` Bars

EMP **STARS 'N' BARS**
3rd Edition. This is The Emporer's Headquarters exciting, accurate and comprehensive rules system for simulating the American Civil War. Each player controls entire brigades, divisions adn even corps-sized formations. This is possible by the use of the proven Telescoping Time Concept. The personality rating system makes the historical personalities come alive. You are challenged to play their role and are confronted with the problems that were once those of Robert E Lee, George A Custer, etc. You now lead the famous brigades, divisions, and corps and refight the epic battles of this war. Includes comprehensive rule book, counter sheet, play aid cards. **$24.00**

The Civil War Maps Contains four huge full color maps of those parts of North America involved in the Civil War. Also has simple campaign and movement rules, with dot to dot movement system, railroad and roads, cities, etc. **$60.00**

Warpaint

EMP **WARPAINT Cavalry & Indian Wars**
This is a popular $99.00 recent release by The Emporer's Headquarters. Warpaint is s set of rules specifically designed for 25mm figures (but can be used with 15mm) that enables you to recreate the endless battles and skirmishes that characterized the frontier that was the American Wild West. It features a quick play system that will not bog the gamer down, while still retaining much of the flavor of the period. The rules are written at a scale of 1 figure represents 5 cowboys or Indians, but an advanced option lets you play 1 to 1 scale, so that you can relive battles such as the OK Corral. Thirteen scenarios split between both scales will have you fighting Indians, surrounding Custer, defending wagon-trains, and resolving gun fights. **$24.00**

25 Piece 15mm Indian Army Pack	**$15.00**
25 Piece 15mm US Cavalry Army Pack	**$15.00**
50 Piece 15mm Indian Army Pack	**$27.00**
50 Piece 15mm US Cavalry Army Pack	**$27.00**

(Note. mounted Indians & Cavalry count as 2 pieces)

HaT8004	Union Zouves infantry (45 pieces, 1/72nd scale, plastic)	$11.50

Complete Armies

American Civil War Starter Set $85.00
Includes a popular set of US Civil War Miniatures Rules, and over 100 excellent 15mm AB figures, with Union and Confederate soldiers, including infantry, cavalry & artillery. Note that cavalry count as two figures, artillery as several.

Zulu Wars Army Starter Set $69.95
Fields of Honor Rules, and 100 15mm Zulu and British Colonial figures, made by Irregular Miniatures. Note that cavalry count as two figures.

WW1, 2 & Modern

Battleground WWII

EE **BATTLEGROUND WORLD WAR II**
An extremely detailed set of skirmish World War II rules. In a 3-ring binder, includes 120 pages of rules, individual tank charts which include four 'to-hit' diagrams per tank, with 20 hit locations per diagram; stats for German, Russian and American tanks, guns, artillery and infantry small arms; scenarios, rules for snipers, engineers, ramming; templates, counters. $47.50
ISLANDS OF GLORY Campaign pack covering combat between American Leathernecks and GIs against the Japanese, including: Pacific War rules such as Banzai charges, jungle fighting, Japanese tank charts, beach landing rules, flamethrowers, tree snipers, booby traps, etc. $47.50
CRUSADE FOR EMPIRE Campaign pack covering the battles in North Africa between the British, Afrika Korps and Italians. Includes British and Italian tank, infantry and artillery charts, desert rules, etc. $42.00
Normandy Nightmare Furious combat around St Lo during the D-Day landings. With advanced bocage rules, 11 scenarios, dozer tank, etc. $25.00
Panthers East Scenario pack following the service history of the various Panther variants such as D, A, G, F, on the Eastern Front. 10 scenarios, eight new tank charts, rules for mud, snow and rain. $25.00
Red Devils in the Night Scenario pack covering combat between the British 6th Airborne Division and Germans, June 5th 1944. Covers British airborne weapons, night rules, 12 scenarios, unique personality rules. $25.00
Tankers Challenge Has 36 detailed two-page tank charts for American, German and Russian tanks. Also a mini-game of tank versus tank. $25.00

Challenger 2000

TAB **CHALLENGER 2000**
This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to it's comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordinance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. $25.00
Modern Equipment Handbook $25.00

Clash of Armor

COA **CLASH OF ARMOR**
Uses a unique Activation System based on Command Quality and a scale of 1 unit equalling 1 platoon, this game allows the gamer to simulate combat using historical troop ratios. Multidivisional battles can be played on a 4'x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules. A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganisation. Enemy units can also respond to these actions, but also at the cost of fatigue etc. The system is quite good, and favours German units flexibility over that of Russians, for example. 64 pages, and includes unit organisations, vehicle, gun and troop charts with stats, etc. $35.00
FROM GOLAN TO SINAI Arab Israeli Wars 1956-73 Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1973. Each scenario includes a map, a brief historical commentary and unit organisations and equipment. All new vehicles and guns are provided with all relevant stats. $25.00
ROMMEL'S BATTLES Contains six scenarios covering Rommel's entire combat span in WWII. The actions are balanced and varied; the Germans are attacking in scenarios 1 & 3, defending in 6, counterattacking in 5, and involved in meeting engagements in 2 & 4. They cover France 1940, North Africa 1941-42, and France 1944. $22.50

Command At Sea

COA **COMMAND AT SEA The Rising Sun**
A WWII Tactical Naval Combat System in the league of Harpoon, in fact, written by the same people who did Harpoon. The game is a grand tactical system, with each ship and plane given all relevant stats in the Ship and Data Annex book included. No maps are used, the counters are used on your loungeroom floor or a large table, just as in miniatures games. The game emphasizes technical and historical accuracy, woven into a streamlined easy to follow rules structure that keeps the action fast paced and fun. Combat resolution is built around a single die roll philosophy that keeps the players focusing on the battle and not rules. Extensive historical data and scenarios are included - even a map of Pearl Harbor and the location of all the US ships in one. With 140 colorful ship counters, 260 aircraft, basic rules, scenarios, ship & data annex, a scenario generator to let you build your own, and a jumpstart book that gets you playing in an hour. $70.00
COMMAND AT SEA PLAYERS HANDBOOK A 32 page handbook that is a collection of the charts and combat results tables that appear in the standard rules booklet. Designed for quick reference, the booklet provides all the charts and tables needed for fast tactical play. $10.00
NO SAILOR BUT A FOOL Coastal Actions in WW II A 64 page book with 210 counters representing ships from motor boats to battleships and aircraft, shore batteries, shore installations, amphibious assault troops. "No sailor but a fool fights a fortress." Said Sir Horatio Nelson. But in WW II some had to be fought. So this book has seven scenarios including Oslo 1940, Operation Sea Lion, etc. You must own CommandAtSea or Supermarine I. $27.00
Painters Guide to World War II Naval Camouflage 54 page book combining descriptions and diagrams of the most important schemes and techniques of the American, British, French, German, Italian, Japanese, Russian, and other navies. $22.50
SUPERMARINA I This is a complete game of the War in the Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines verses convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitaire play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc. $70.00
Supermarina I: First Part of the Mediterranean War A 64 page book full of scenarios and historical commentary of the action in the Mediterranean, June 1940-41, and so includes the German invasion of Crete, with air and sea elements. Good reading. $17.00
Supermarina I: Data Annexes - Ships & Aircraft Aircraft and ship data annexes for all the ships and planes that took part in the naval war in the Mediterranean from Sept 1939 - Nov 1942. $25.00
Supermarina 1: Counter Sheet Two counter sheets printed back to back with full color ships and aircraft for Australia, Italy, England, and Germany (just air-craft). $27.00
SUPERMARINA II Part II of the Mediterranean War, July 1941 to August 1942, portraying the struggle for naval supremacy in the Mediterranean the vital supply link for Allied and Axis forces in North Africa. Has over two dozen new scenarios. 70 page book. $22.50
The Art of War Magazine # 27/28 Clash of Arms magazine. This issue contains a Supermarina scenario, a counter sheet that gives Alexander's army to fight Napoleon in the game *La Bataille de Mont St Jean*, etc. $9.00
The Naval SITTEP Issue 15 A magazine choc-a-bloc with stuff for Command at Sea and Harpoon. Includes scenarios, ship stats, Japanese mine sweepers, merchant ship data, ship charts, aircraft, etc. $10.00

Command Decision III

EHQ **Command Decision III**
The popular WWII rules by Frank Chadwick are back in an all new 3rd Edition. These rules lift WWII miniatures combat above the skirmish level and recreates battles from the battalion to division level. Emphasis is on command-level decision making, rapid movement, and quickly developing tactical situations. Technical accuracy has been improved over previous editions and features expanded weapons charts. Has basic rules, advanced rules, scenarios, campaigns, equipment & organisation lists for France, Germany, Italy, Japan, Poland, UK, USA and USSR. $60.00

CrossFire

QUA **CrossFire**
By Arty Conliffe, who brought us *Spearhead.* This is an extremely innovative new set of WWII miniatures rules for Company Level WWII gaming, for 1/76th or 1/300th scale, which do not use rulers or game turns! So put away your rulers and prepare for WWII gaming as it ought to be - fast paced, challenging and fun. No fixed game turns - the player who has initiative keeps moving units until one of his actions fails, due to the opponent suppressing or killing one of his units, and then the opponent has initiative. Combat mechanics simulate interplay of fire and movement with a Command System that represents unit flexibility. Emphasis is on infantry. Includes 53 company level organisations for ten nationalities, 120 guns and vehicles, a scenario generator, point values, etc. Great! $29.95

Firefly

TAB **FIREFLY**
World War Two battlegroup actions for 1/300th and 1/200th scale miniatures, based on the *Challenger* rules. Rules cover pre-game recconaissance, detailed orders, command control including radius and loss of command control, target acquisition, weapons fire based on a D20, with guns rated for length of calibre; direct and indirect area fire, aircraft operations, night fighting, a template for artillery fire, counters, and 45 army lists, covering all the weapons, armored fighting vehicles, and army lists, of all main beligerants of WW2. I can't say much for their calculations of tanks' armor thicknesses, however - sloped armor has not been taken sufficiently into account. Regardless, these are popular rules. $16.00

Harpoon 4

COA **HARPOON 4**
Harpoon 4 simulates modern naval warfare. Its rules explain how ships and aircraft move, detect enemy contacts, and attack them. Weapons inflict realistic damage and proper naval tactics produce accurate and believable results. Although a miniatures game, this boxed set includes 210 beautiful counters of ships, submarines, aircraft, helicopters, missiles, etc, so that you can open the box and play immediately. Harpoon 4 handles all aspects of maritime combat: surface, sub-surface and air. Consistent rating systems and evaluations of the capabilities of modern naval vessels, aircraft, submarines and helicopters make it possible to achieve realistic results with hypothetical scenarios, and can provide answers to questions like: "Are aircraft carriers powerhouses or sitting ducks? In the cat and mouse game between a Russian and a US submarine, which has the advantage?" $80.00
Harpoon Rules The rules that come in the game. $26.00
Harpoon 4 Quickstart Rules Same as in the game. $16.50
Harpoon 4 Data Annexes Same as in the game. $27.00
Harpoon 4 Players Handbook The booklet contains the charts and tables used with the Harpoon 4 rules. To speed play, they have all been collected into this one booklet. $13.50
Harpoon 1997 Naval Review Contains articles on the current state of the Royal Navy and the future of the US Navy, 40 ship forms, 15 aircraft forms, Harpoon clarifications, five detailed scenarios, and a random scenario generator. $30.00
Sea of Dragons Concerns conflicts among 16 nations of the Pacific Rim. Brief introduction to the political and economic aspirations of those nations. 26 scenarios, many suitable for solitaire play. Fleet and airforce lists with all the platforms serving those nations, plus those currently under construction. Huge data annex. Two book set. $80.00
White Ensign Discusses each conflict in which Royal and Commonwealth naval forces were involved from 1960 to the present day, including Yemen, Kuwait 1961 and 1990, Iceland, Falklands (twice), Borneo, etc. All ships and planes are also listed in the data annex. $35.00

Panzerfaust-Armored Fist

JED **PANZERFAUST-ARMORED FIST**
This is a reprint of the 1987 3rd Edition. The author's have reprinted the game due to it still being the most comprehensive rules available for WW2. Useable with 1/300th, 1/76th or 15mm scales, these rules have a 1:1 ratio. Each infantry figure represents one man. As such, these rules are extremely detailed, but are easy to use so you can use them for skirmish games to battles between opposing battalions. There are 23 pages of tank and gun charts, with every gun and tank described by footnotes, and 25 pages of unit organisations and equipment, including rariety factors. There are point values given for all troop types and equipment, and the nations covered are Belgium, Britain, Finland, France, Germany, Hungary, Italy, Japan, Poland, Rumania, Soviet, US Europe and US Pacific. Rules cover observation, weather, night fighting, rivers, cavalry, varying troop types, hand thrown weapons, truck mounted guns, spaced armor, direct and indirect fire, smoke, mines, fortifications, amphibious operations, airborne operations, and a simple vehicle painting guide. $19.00

Red Baron

EHQ **RED-BARON**
The first set of WWI air miniatures rules to combine historical accuracy with an easily playable rules system. Game aids printed on heavy card stock give players important information. Any mistake players make could be their last. Rules cover multiple maneuvers and tailing, aces, legendary aces, rookies, mid-air collisions, fixed & pivoting guns, stalls, spins; ratings in over 20 categories for all 46 types of WWI planes currently available as miniatures. $28.00

Shipbase III

CHI **Shipbase III Computer Assisted Naval Rules**
Tactical naval combat 1890-1945. These are computer-assisted naval miniatures rules, by Critical Hit, intended for use with miniature ships and aircraft. The computer program handles all the record-keeping, dice rolling and technical research, allowing the players to concentrate on tactics. Scenarios can be played with a handful of ships, up to fleets or hundreds of ships. The database has 881 ship types. 18 nations are supported. Players can create their own scenarios. Also has 48 page rulebook, The Book of Ships with 5,500 ship names, over 200 counters in case you don't have miniatures. *IBM Requires: 3.5" or 5.25" FDD, 386, hard disk, CGA,EGA,VGA or SVGA.* $80.00

Spearhead

QUA **SPEAR HEAD**
By Arty Conliffe, who also brought us *Tactica*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not inbetter equipment. In *Spear Head*, the German player controls a flexbile system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. $33.00
Blaze Across the Sand 21 scenarios cover the three major periods of the Desert Campaign, the campaigns of 1941; 1942 starting with Rommel's January counter-offensive, and 1943. Each scenario challenges you with tactical problems faced by your real-life counterpart. Special rules for massive minebelts, etc. Written for *Spearhead* but can be used with any WWII rules set. $29.00
Where the Iron Crosses Grow 21 Eastern Front scenarios for the Eastern Front, WW2. Begins in 1941 in the opening days of Barbarossa and continues to present players with challenges faced by their historical counter-parts throughout the 4 years of war. $29.00
White Star Rising 17 scenarios cover the war in the West from the Normandy landings to the lst organised resistance behind the Rhine. As the outnumbered Germans, can you stem the tide of Allied forces? $29.00

1/300th Scale Crater Pack (20 craters, various sizes) $6.00
Cast in a light brown or grey, just needs dry brushing with acrylics, made of rubber urathane.

Historical HaT Figures

1/72nd scale *soft*-plastic figures

HaT7001	WW1 German Infantry (45 pieces)	$11.50
HaT7002	WW1 British Infantry (45 pieces)	$11.50
HaT7003	WW1 French Infantry (45 pieces)	$11.50
HaT7004	WW1 US Infantry (45 pieces)	$11.50
HaT7005	WW1 British artillery (48 pieces)	$11.50
HaT7007	WW2 Italian Infantry (45 pieces)	$11.50

Tabletop Complete Armies

WW II Micro Starter Set: USA Vs German $64.95
Panzerfaust Rules, and 45 Irregular 1/300th tanks, & 2 dice.
WWII Micro Starter Set: Russian Vs German $64.95
Panzerfaust Rules, and 45 Irregular 1/300th tanks, 2 dice.
Modern Micro Starter German Vs Soviet $64.95
Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.
Modern Micro Starter USA Verses Soviet $64.95
Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.

Fantasy

ADVENTURE AREAS

PGN **Adventure Areas Series One**
Includes everything you need to build an infinite variety of Interior adventure settings. This is the perfect tool for miniatures games, providing players with 10 unique sheets of floor sections divided into a grid for easy cutting to make rooms, corridors and obstacles. Also included are sheets with special features such as pits, chasms, rope bridges, and trap-doors. As an added bonus, also has the GRIT basic system, which is a complete set of easy to learn miniatures combat rules useable in any time period from ancient to present. $20.00

BLOOD BOWL

GW **BLOOD BOWL New Edition**
The popular fantasy football game is back in an all new edition. Across the length and breadth of the Warhammer World teams of armored warriors battle to the death in great arenas. The Dwarfs in their mountain halls, Goblins in sewers, all these and more field Blood Bowl teams that play for the glory and honor of their race. Massive crowds cheer on their favorite teams and star players rise to fame and glory as the meanest, toughest players in the world. Includes 24 Citadel plastic miniatures, being the Gouged Eye Orcs team and the Reikland Reavers human team. Also has a mounted mapboard of the playing field, 4 plastic footballs, Blood Bowl Handbook, Painting Guide, 50 sheet pad of team rosters, 2 team cards, 4 star player cards, heaps of color counters and templates, 6 dice, & range ruler. Please note that *no* rules have been changed, though the rule book has been expanded, and many components are the same as the previous edition. $90.00
DEATH ZONE Team lists, background info and special rules are included for six new races, allowing players to field goblin, chaos, undead, wood elf, halfling and chaos dwarf teams. Also 18 Star Player cards. The League Rules allow players to coach their team to the top of the league. Over 100 new Special Play cards, you can add apothecaries and wizards to teams, to heal the injured or blast the other team with magic spells. $45.00

Blood Bowl Miniatures

Most, if not all, are re-releases.

CIT8484A	COMMISSIONERS KIT	$14.00
CIT976904	THE GRUDGE BEARERS	$45.00
CIT976560	THE MARAUDERS, HUMAN TEAM	$45.00
CIT983827	ATHELORN AVENGERS	$45.00
CIT983834	CHAOS ALL STARS	$45.00
CIT983841	CHAMPIONS OF DEATH	$45.00
CIT976928	ORCLAND RAIDERS	$45.00
CIT976911	SKAVENBLIGHT SCRAMBLERS	$45.00
CIT976942	GALADRIETH GLADIATORS	$45.00
CIT976935	NAGGAROTH NIGHTMARES	$45.00
CIT976874	MORG'N THORG	$18.00
CIT976881	GRIFF OBERWALD	$9.00
CIT976867	NOBBLA BLACKWORT	$9.00
CIT976898	SCRAPPA SOREHEAD	$9.00
CIT984046	HEADSPLITTER	$18.00
CIT984053	VARAG GHOUL CHEWER	$9.00
CIT984060	RIPPER BOLGROT	$18.00
CIT984077	BOMBER DRIBBLESNOT	$9.00
CIT984084	FUNGUS THE LOON	$9.00
CIT984091	THE MIGHTY ZUG	$9.00
CIT984039	PRINCE MORANIAN	$9.00
CIT984022	GRIM IRONJAW	$9.00
CIT984015	COUNT LUTHER	$9.00
CIT983957	LORD BORAK THE DESPOILER	$9.00
CIT983988	HORKON HEARTRIPPER	$9.00
CITGNASH	GNASH BLACKHOOF	$18.00
CIT983889	BLOODBOWL HOBGOBLINS	$13.50
CIT983933	HTHARK THE UNSTOPPABLE	$13.50
CIT983902	HAKFLEM SKUTTLESPIKE	$9.00
CIT983896	BLOOD BOWL CHAOS DWARFS	$13.50
CIT983940	JORDELL FRESHBREEZE	$9.00
CIT984008	BLOOD BOWL GOBLINS (4)	$13.50
CIT983971	BLOOD BOWL HALFLINGS (4)	$13.50
CIT983964	SKAVEN MUTANTS (3)	$13.50
CIT983919	CHAOS MUTANTS (3)	$13.50

CIT986964	DWARF DEATHROLLER	$18.00
CIT983872	BLOOD BOWL CHEELEADERS (3)	$13.50
CIT976577	NORSCA RAMPAGERS (12)	$45.00

CARNAGE

HDI **CARNAGE**
By Holistic Design Inc. A fun and freaky game of fantasy armies! Amphibian Herptars (lizardmen) wage unending wars against the brigandish human barbarians. Soldiers, archers and mages swing swords, fling arrows and cast spells at their foes. Who knows what will happen when the Orb of Power is released. With simple rules, 96 exaggerated 25mm plastic miniatures including lizardmen, lizard beasts, human barbarians (some of whom are riding bulls!), plastic measuring sticks, spell point counters (a list of tongue-in-cheek spells), dice. **$120.00**

Skullbrawl This expansion includes a Skull miniature, 8 plastic miniatures from the game, 16 page rulebook, 20 unit cards. *Due April.* **$37.00**

CHRONOPIA

Heart **CHRONOPIA Warzone Miniatures Rules**
Warzone goes fantasy! Heartbreaker Hobbies new fantasy miniatures rules have been released January. From beyond the grave the One King has returned to reclaim his lost kingdom. The usurpers squandered the spoils of war, and the Great Triad of the Elf Dukes, the Dwarven Overlords and the Ogre Emperors has collapsed. The Four Dark Prophets, twisted by their hate for the One King, made terrible pacts with unearthly evil. On the battlefields, the carrion birds feast as mighty Repulsar Knights trade blows with Beast Clan Dwarves, and Blackblood Myrmidons render and gore Elf Dragonbane Riders. And the dark banners of the Devout, with their Dusk Realm warriors and Warped Lords, cast an ever increasing shadow across the land. The rulebook has over 200 pages, 160 in full color. Gives a detailed history and background on the five races, the Firstborn, Blackbloods, Elves, Dwarves and Devout. Richly illustrated army lists. Pull out reference sheets, full color weapons templates and counters. **$38.00**

Fallen Land Far to the east is a sunken continent swathed in steaming jungles – the domain of the Swamp Goblins. They have tamed the nightmare creatures that live in the Swamp. Has 88 pages with illustrations, maps and photos of miniatuers, also army lists, rules, stories. **$27.00**

Land of Two Rivers Introduces the Lizardmen into Chronopia. Contains a compelling short story in which the One King takes desparate measures to defeat the Devout - he awakens another just as deadly threat - the Stygian: a race of horrendously powerful lizardmen. 96 full color pages, detailed history. New time line, new weapon templates, army lists, and counters. **$34.00**

Sons of Kronos The Devout are moving through a frozen wilderness in order to attack the One King, who does nothing, because he knows the power of the three great tribes, lead by the Sons of Kronos, who inhabit this wilderness. With army lists, chariot rules, templates, full color counters. **$33.00**

The Dwarven Labyrinth Battle rages in the belly of the Earth. The Titan Seals are opening and the Legion of the Dwarf Horned Ones are marching out to reclaim the labyrinth that twas taken from them. With background and history, new rules, new dwarven and Devout units, a new card system to simulate the many hazards of the underworld, and new counters and templates. **$33.00**

Firstborn Watchtower A 3D expansion set that takes the concept of fighting in and around buildings to a new level. Has a full color card model of a firstborn watchtower; two new miniatures, the Englightened and the Stalker; a 32 page booklet with comprehensive new rules for using buildings in your battles, etc. **$42.50**

Chronopia Miniatures

Exaggerated 25mm metal figures by Heartbreaker

HEA2301	ORC ASSAULT WARRIORS nett	$17.00
HEA2302	GOBLIN SWORD MASTER nett	$17.00
HEA2303	DWARF VULTURE SWORDSMAN nett	$17.00
HEA2304	DWARF DARK TUSKS W/MRNG STAR	$17.00
HEA2300	DWARF BLOOD BONES W/AXES nett	$17.00
HEA2306	ELF AXE MEN nett	$17.00
HEA2307	FIRSTBORN KNIGHTS W/SWORDS	$17.00
HEA2308	FIRSTBORN KNIGHTS W/MACES nett	$17.00
HEA2309	FIRSTBORN CROSSBOWMEN	$17.00
HEA2310	DEVOUT FOLLOWERS W/2HD SWORDS	$17.00
HEA2311	ORC SWORDSMEN nett	$17.00
HEA2312	DWARF VULTURE MALLET WARRIORS	$17.00
HEA2313	DWARF DARK-TUSK SWORDSMEN nett	$17.00
HEA2319	DWARF DARK TUSKS WITH PICK AXE	$18.00
HEA2320	ELF ARCHERS	$17.00
HEA2321	STYGIAN WARRIOR SWORDSMEN	$17.00
HEA2322	STYGIAN WARRIOR SPEARMEN	$17.00
HEA2323	ORC ARCHERS	$18.00
HEA2324	DEVOUT FOLLOWERS W/SWORDS	$18.00
HEA2325	ELF SWORDSMEN	$17.00
HEA2326	STYGIAN: THE DRUGGED	$17.00
HEA2327	DEVOUT WAILERS	$17.00
HEA2328	ELF KEEPERS OF THE FLAME	$17.00
HEA2329	ELF MILITIA	$17.00
HEA2330	DWARF WOLF LEGION	$17.00
HEA2331	SONS OF KRONOS	$17.00
HEA2332	ELF DRAGON CLAN SLAVES	$17.00
HEA2333	STYGIAN THE STARVED	$17.00
HEA2334	FIRSTBORN BLACK SISTER	$17.00
HEA2335	STYGIAN REAPERS	$17.00
HEA2336	STYGIAN AXEMEN	$17.00
HEA2337	SONS OF KRONOS UNLIVING	$17.00
HEA2338	SONS OF KRONOS VIRIDIAN LORDS	$17.00
HEA2350	SONS OF KRONOS WAR HOUNDS (5)	$17.00

HEA2501	ORC ASSAULT WARRIOR LEADERnett	$6.50
HEA2502	ORC ASSAULT WARRIOR STANDARD	$6.50
HEA2503	ELF AXEMAN HERO nett	$6.50
HEA2504	ELF AXEMAN LEADER nett	$6.50
HEA2505	ELF AXEMAN STANDARD nett	$6.50
HEA2506	FIRSTBORN CROSSBOWMAN LEADER	$6.50
HEA2507	DEVOUT FOLLOWER LEADER nett	$6.50
HEA2508	DEVOUT FOLLOWER STANDARD nett	$6.50
HEA2509	DEVOUT WARPED LORD nett	$6.50
HEA2510	GOBLIN SWORDMASTER LEADER	$6.50
HEA2511	ELF SPEARMEN LEADER	$6.50
HEA2512	ELF SPEARMEN STANDARD BEARER	$6.50
HEA2513	ELF GREAT SWORDSMASTER nett	$6.50
HEA2514	FIRSTBORN ARCHER LEADER nett	$6.50
HEA2515	FIRSTBORN KNIGHT HERO W/SWORD	$6.50
HEA2516	FIRSTBORN KNIGHT HERO W/MACE	$6.50
HEA2517	ELF ARCHER LEADER	$6.50
HEA2550	ORC SWORDSMAN LEADER	$6.50
HEA2519	ORC SWORDSMAN HERO	$6.50
HEA2520	ORC STANDARD	$6.50
HEA2521	ORC ARCHER LEADER	$6.50
HEA2522	DWARF DARK-TUSK LEADER	$6.50
HEA2523	DWARF DARK-TUSK HERO	$6.50
HEA2524	DWARF DARK-TUSK STANDARD	$6.50
HEA2525	IMPERIAL KNIGHT LEADER	$6.50
HEA2526	FIRSTBORN KNIGHT STANDARD	$6.50
HEA2527	ELF SWORDSMEN LEADER	$6.50
HEA2528	DEVOUT NECROMANCER	$6.50
HEA2529	ELF LOTUS EATER	$6.50
HEA2530	DEVOUT SWORDSMAN LEADER	$6.50
HEA2531	DEVOUT SWORDSMAN MUSICIAN	$6.50
HEA2532	ELF KEEPER OF THE FLAME LEADER	$6.50
HEA2533	ELF MILITIA LEADER	$6.50
HEA2534	ELF OBSIDIAN GUARD	$6.50
HEA2535	ELF CRYSTAL KNIGHT	$6.50
HEA2536	SONS OF KRONOS CHIEFTAIN	$6.50
HEA2537	DEVOUT JACKAL SCOUT	$6.50
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HEA2539	FIRSTBORN BLACK SISTER LEADER	$6.50
HEA2540	DWARF WOLF LEGION LEADER	$6.50
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HEA2547	BLADE MAIDEN LEADER Sons of Kronos	$6.50
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HEA2553	ORC CARAVAN GUARD LEADER	$6.50
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HEA2802	OGRE SWORDSMAN # 1	$9.50
HEA2803	HARBINGER OF THE DARK WINGS	$24.50
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HEA2807	STYGIAN PRIESTESS	$9.50
HEA2808	STYGIAN GREAT WARRIOR	$15.00
HEA2809	NIGHT WALKER	$7.00
HEA2810	ONE KING REPULSAR KNIGHT	$9.00
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HEA2812	DWARF DARK TUSK RAIDER	$18.95
HEA2813	DEVOUT DEMON WINGS	$13.00
HEA2814	DEVOUT THE NAMELESS	$28.00
HEA2815	STYGIAN THE EMBALMED	$18.95
HEA2816	GOBLIN RIPPER BEAST ARCHER	$9.50
HEA2817	BLACKBLOOD ORC KUTARA LANCER	$26.50
HEA2818	OGRE HEAVY INFANTRY LEADER	$15.00
HEA2819	ADAMANTINE GOLEM	$15.00
HEA2820	SONS OF KRONOS MONARCH	$24.50
HEA2821	SONS OF KRONOS HORSE ARCHER	$17.00
HEA2822	SONS OF KRONOS HUNTER	$6.50
HEA2823	GOBLIN RIPPER BEAST LANCER	$9.50
HEA2824	SWAMP GOBLIN ON DRONE	$15.00
HEA2825	SWAMP GOBLIN SHAMAN ON DRONE	$15.00
HEA2826	FIRSTBORN MOUNTED KNIGHTS	$18.95
HEA2827	FIRSTBORN MOUNTED AXEMEN	$18.95
HEA2828	ELF DRAGONBANE WARKILLER	$18.95

BOXED SETS

HEA20501	Blackblood: Goblin Myrmadon	$47.50
HEA20502	Firstborn Swordsmen Boxed Set	$30.00
HEA20503	Dark Tusk Blood Totem & Keeper	$38.00
HEA20504	Orc Swordsmen Squad	$30.00
HEA20505	Devout Tormented and Damned	$38.00
HEA20506	Elven Axemen	$30.00
HEA20507	Devout Swordsmen Followers	$30.00
HEA20508	Iron Guard Firstborn	$30.00
HEA20509	Legion of the Horned Ones	$30.00
HEA20510	Elf Spearmen	$30.00

Fantasy Rules!

Chipco **Fantasy Rules! 2nd Ed** By Chipco, these rules are 130 pages in length. They allow you to play miniatures wargames in any mythological setting or fantasy universe of your choosing, on land, sea, underground, or in the air. You can use any figures you currently own. Has over 50 historical and fantasy army lists, 10 types of magic users, 30 types of units & characters, etc. **$50.00**

Fantasy Warriors

Fantasy Warriors Miniatures

DWARF ARMY PACKS

Blisters with ( ) exaggerated 25mm figures by Nick Lund. Most packs have multiples of the same figure.

GRENM103	DWARF HAILSTORMERS: ARCHERS(5)	$12.00
GRENM105	DWARF GUARDIANS: CROSSBOWS (5)	$12.00
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GRENM107	DWARF PHALANX: SPEAR & SH (5)	$12.00
GRENM108	DWARF BLADEBREAKERS:SPEARS (5)	$12.00
GRENM109	DWARF MAGES (2)	$6.50
GRENM111	DWARF MORTAR & 2 CREW	$12.00
GRENM112	DWARF SENTINELS: CROSSBOW (5)	$12.00
GRENM113	DWARF DELLWRECKER:HERO W/MACE	$5.00
GRENM116	DWARF MASTERS: BERSERKERS (4)	$12.00
GRENM117	DWARF MILITIA: SHIELD & AXE(5)	$12.00
GRENM118	DWARF PASSGUARDS:2HD MACES (5)	$12.00
GRENM119	DWARF THE DAMNED:SPEARMEN (5)	$12.00

DWARF INDIVIDUALS

Blisters with ( ) exaggerated 25mm figures by Nick Lund or Mark Copplestone (if stated.)

GRE1466	DWARF MORTAR & 2 CREW same as NM111	$12.00
GRE5630	DWARF WARCHIEF (1)	$4.00
GRE8503	DWARVEN HAND GUNNERS (2)	$6.00
GRE8504	DWARVEN COMMAND DRUMMER, STAND	$6.00

ORC ARMY PACKS

Blisters with ( ) exaggerated 25mm figures by Nick Lund. Most packs have multiples of the same figure.

GRENM201	ORC WOLF RIDER LANCERS (2)	$12.00
GRENM202	ORC WOLF RIDER ARCHERS (2)	$12.00
GRENM203	ORC LORDS: ARCHERS (4)	$12.00
GRENM204	ORC TORMENTORS: AXEMEN (4)	$12.00
GRENM205	ORC SCARLET LANCERS:SPEARS(4)	$12.00
GRENM206	ORC BALLISTA & 2 CREW	$9.00
GRENM207	ORC WARRIORS WITH SCIMITARS(4)	$12.00
GRENM208	ORC HUNTERS WITH SCIMITARS(4)	$12.00
GRENM209	ORC ARCHERS OF THE HORDE (4)	$12.00
GRENM210	ORC REAPERS: HALBERDIERS (4)	$12.00
GRENM211	ORC HERETICS: SPEARMEN (4)	$12.00
GRENM212	ORC WOLF RIDERS DRUMMER&BANNER	$12.00
GRENM213	ORC ARCHERS OF THE PLAINS(4)	$12.00
GRENM214	ORC HERO: HUWKA THE PITILESS	$5.00
GRENM215	ORC PLAGUED: CLUB & SHIELD(4)	$12.00
GRENM216	SWASUA'S ORCS: MACEMEN(4)	$12.00
GRENM217	HUWKA'S ORC LINE: SCIMITARS(4)	$12.00
GRENM218	ORC BANNER BEARER & MUSICIAN	$6.50

ORC INDIVIDUALS

Blisters with ( ) exaggerated 25mm figures by Nick Lund or Mark Copplestone (if stated.)

GRE1432	HALF ORCS WITH HAND WEAPONS(5) Copp	$13.50
GRE1437	HALF ORCS WITH BOWS (5) by Copplestone	$13.50
GRE1441	HALF ORC COMMAND (4) by Copplestone	$12.50
GRE5618	GOBLIN LEADER (1)	$4.00
GRE5624	GIANT ORC WARRIOR WITH MACE	$6.00
GRE5625	GIANT ORC WARRIOR W/SCIMITAR	$6.00
GRE5626	GIANT ORC WARRIOR W/CLEAVER	$6.00
GRE5627	ORC WARCHIEF WITH SCIMITAR	$6.00
GRE5629	ORC MUSICIAN (1)	$4.00
GRE8506	ORC WAR CHIEF (1)	$6.00
GRE8507	ORC BATTLE LEADER	$6.00
GRE8517	BATTLE ORCS: AXE & CLUB (2)	$6.00
GRE8528	ORC WOLF RIDER HERO (1)	$9.00

BARBARIAN ARMY PACKS

Blisters with ( ) exaggerated 25mm figures by Mark Copplestone. Most packs have multiples of the same figure.

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GRENM301	BARBARIAN VETERANS AXE &SH (4)	$12.00
GRENM302	BARBARIAN WARRIORS W/SWRDS(4)	$12.00
GRENM303	BARBARIAN HUNTERS: ARCHERS (4)	$12.00
GRENM304	BARBARIAN HUNTERS: ARCHERS (4)	$12.00
GRENM305	BARBARIAN LEADER & 3 GUARDS	$12.00
GRENM306	BARBARIAN GWYDRYLL'S BESERKERS	$12.00
GRENM307	BARBARIAN DRUIDS & MAGES (4)	$12.00
GRENM308	BARBARIAN WARRIORS: AXE &SH(4)	$11.90
GRENM309	BARBARIAN HUNTERS: ARCHERS (4)	$12.00
GRENM310	BARBARIAN MUSOS & STANDARD(4)	$12.00
GRENM311	BARBARIAN WARRIORS AXE & SH(4)	$12.00
GRENM312	BARBARIAN WARRIORS W/SWORDS(4)	$12.00
GRENM313	BARBARIAN LDR ON SABERTOOTH TG	$9.00
GRENM314	BARBARIAN RIDERS SWRD& SH (2)	$12.00
GRENM315	BARBARIAN RIDER WITH BANNER(1)	$9.00
GRENM316	BARBARIAN RIDER HERO (1)	$9.00
GRENM317	TOLCH BARBARIAN HERO (1)	$5.00
GRENM318	BARBARIAN RIDERS AXE & SH (2)	$12.00
GRENM319	BARBARIAN MERCENARIES (2)	$6.50

High Elves

Blisters with ( ) exaggerated 25m figures by Mark Copplestone

GRE1428	HIGH ELVES WITH LONGBOWS (5)	$13.50
GRE1436	HIGH ELF CAVALRY W/SWORDS(2)	$12.50
GRE1438	HIGH ELF CAVALRY W/SWORDS (2)	$12.50
GRE1444	HIGH ELF COMMAND (4)	$12.50
GRE8526	HIGH ELF WARCHIEF & BATTLELDR	$6.00

Various Fantasy Figures

Blisters with ( ) exaggerated 25m figures, some by Mark Copplestone

GRE1469	DARK DWARF INFANTRY (4) Copplestone	$12.95
GRE8525	SKELETON ARMY STANDARD (2)	$6.00
GRE8529	RATSCUM ARCHER ON GIANT WEASEL Cop	$9.00

Grenadier Dragons

GRE9603	WHITE DRAGON	$27.00
GRE9604	BRASS DRAGON	$27.00
GRE9605	GREEN DRAGON	$27.00
GRE9606	SILVER DRAGON	$27.00
GRE9609	BRONZE DRAGON	$27.00
GRE9610	GOLD DRAGON	$27.00
GRE9611	PLATINUM DRAGON	$27.00

De Bellis Fantasticus

DBF De Bellis Fantasticus: Here There Be Dragons These rules are a conversion for DBM, that let you play fantasy miniatures games using DBM mechanics. See the description under DBM. **$19.50**

Harlequin Miniatures

Harlequin Miniatures have once again appointed us to be a distributor of their fine range of miniatures, so we now carry their entire range again. Please see the Doctor Who rnage in the Science Fiction section. The sculptors being primarily ex-Games Workshop staff, including Kev Adams. Most of the figures are suitable for use with other fantasy miniatures games systems, and most have plastic bases and occassionally plastic clip-on shields.

HAR **RAVEN FANTASY MINIATURES RULES**
It is the beginning of the Fourth Age. A time wracked with turmoil, a time of change. Alliances which held fast for centuries have dissolved. Technology and magic are on the advance. Gnomish engineers working with dwarves have harnessed the power of steam. Shadow elves continue to spread terror throughout the land and the migration southwards of the Barnorsk orc forces is proving to be a matter of concern to all. This rules are 144 pages and fully illustrated with complete battle rules, army lists, background info, spell grimoires and color guide to every miniature produced by Harlequin Miniatures. This is a game of tactics. The races covered are the Vardulak Vampire Masters of the Drakul Knights, Wood Elves, Shadow Elves, High Elves, Barbarians, Barnorsk Orcs, Undead, Kustoss Orcs, Kzar, Helsinians, Ver'men, Beastmen, Dwarfs, Saracens, Goblins, Nightlings and the bestiary. **$30.00**

Fantasy Armies

Exaggerated 25mm metal figures.

Undead

HAR0105	Ghost (1)	$6.50

Orcs & Goblins

Boxed Regiments (Include command & champion figures)

HAR7956	Azorg's Dark Orc Guards (10)	$48.00
HAR7958	Sharka's Barbarian Orc Warband (15)	$48.00
HAR7961	Gorebag's Orc Warriors (15)	$48.00
HAR7975	Barbarian Orc Boar Riders (7)	$48.00

Barbarian Orcs

HAR0201	Barbarian Orc Spearmen (3)	$10.95
HAR0206	Barbarian Orc Warriors I (3)	$10.95
HAR0207	Barbarian Orc Warriors II (3)	$10.95
HAR0208	Barbarian Orc Warriors III (3)	$10.95
HAR0209	Barbarian Orc Command (2)	$10.95
HAR0210	Barbarian Orc Champion (1)	$8.00
HAR0216	Barbarian Orc Boar Cavalry I (1)	$10.95
HAR0217	Barbarian Orc Boar Cavalry II (1)	$10.95
HAR0218	Barbarian Orc Boar Spearmen I (1)	$10.95
HAR0219	Barbarian Orc Boar Spearmen II (1)	$10.95
HAR0220	Barbarian Orc Boar Standard Bearer (1)	$10.95
HAR0221	Barbarian Orc Boar Hero (1)	$10.95
HAR0222	Barbarian Mounted Orc Shaman (1)	$12.50

Dark Orc Warriors

HAR0211	Dark Orc Warriors I (2)	$10.95
HAR0212	Dark Orc Warriors II (2)	$10.95
HAR0213	Dark Orc Warriors III (2)	$10.95
HAR0214	Dark Orc Warriors Command (2)	$13.00
HAR0215	Dark Orc Warriors Champion (1)	$9.50

Orc Warriors

HAR0223	Orc Warriors I (3)	$10.95
HAR0224	Orc Warriors II (3)	$10.95
HAR0225	Orc Warriors III (3)	$10.95
HAR0226	Orc Warriors Command (2)	$13.00
HAR0227	Orc Warriors Champion (1)	$8.00
HAR0229	Orc Warriors with Crossbows I (3)	$10.95
HAR0231	Orc Boar Rider Spear I (1)	$10.95
HAR0232	Orc Boar Rider Spear II (1)	$10.95

HAR0233	Orc Boar Rider Sword (1)	$10.95
HAR0234	Orc Boar Rider Axeman (1)	$10.95
HAR0235	Orc Boar Rider Standard (1)	$13.00
HAR0236	Orc Boar Rider Champion (1)	$14.50

Goblin Fighters

HAR0239	Goblin Fighters I (3)	$10.95
HAR0240	Goblin Fighters II (3)	$10.95
HAR0241	Goblin FightersCommand (2)	$10.95
HAR0242	Goblin Fighters Champion (1)	$8.00
HAR0245	Goblin Wolf Riders I (2)	$13.00
HAR0246	Goblin Wolf Riders II (2)	$13.00

Rock Trolls

HAR0293	Rock Troll I (1)	$19.00
HAR0294	Rock Troll II (1)	$19.00
HAR0295	Rock Troll III (1)	$19.00
HAR0296	Rock Troll IV (1)	$19.00

Rock Trolls

Ogres

HAR02201	Oghog Ogre Musician (1)	$22.00
HAR02202	Ogdak Ogre Standard Bearer (1)	$22.00
HAR02203	Ogwat Ogre Champion (1)	$22.00
HAR0297	Ogre Halberdier I (1)	$19.00
HAR0298	Ogre Halberdier II (1)	$19.00
HAR0299	Ogre Halberdier III (1)	$19.00

Wood Elves

Entlings

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HAR0302	Entling II (1)	$8.00
HAR0303	Entling III (1)	$8.00
HAR0304	Entling IV (1)	$8.00
HAR0305	Entling V (1)	$8.00

Shadow Elves

Entlings

HAR0445	Harpy I (1)	$6.50
HAR0446	Harpy II (1)	$6.50
HAR0447	Harpy III (1)	$6.50

Ver'men (Ratmen)

Ver'men Boxed Regiments (Include command & champion figures)

HAR7959	Thrack's Ver'Men Next Guard (15)	$48.00
HAR7961	Fal'Shizzar's Ver'Men Clan Warriors (15)	$48.00
HAR7967	Skeel's Ver'Men Plague Monks (15)	$48.00

Ver'men Nest Guard

HAR0501	Nest Guard Warriors (3)	$10.95
HAR0502	Nest Guard Warriors II (3)	$10.95
HAR0503	Nest Guard Warriors III (3)	$10.95
HAR0504	Nest Guard Champion (1)	$8.00

Ver'Clan Warriors

HAR0505	Ver'Clan Warriors (3)	$10.95
HAR0506	Ver'Clan Warriors Command (2)	$10.95
HAR0505	Ver'Clan Warriors Champion (1)	$8.00

Ver'men Special Weapons

HAR0508	Ver'Burner Team (2)	$16.00
HAR0509	Ver'Burner Team II (2)	$16.00
HAR0510	Ver'Gunna (2)	$14.00
HAR0519	Ver'Bomber (1)	$8.00
HAR0520	Ver'Bomber II (1)	$6.50
HAR0511	Ver'Gunna II (1)	$14.00

Vermogres

HAR0512	Vermogre (1)	$19.00
HAR0513	Vermogre II (1)	$19.00

Ver'Men Beasts

HAR0514	Ver'Men Rat Handler & Pack (5)	$12.50
HAR0515	Ver'Men Rat Handler & Pack II (5)	$12.50
HAR0516	Giant Rat Pack (5)	$9.50

Ver'Men Characters

HAR0517	Ver'Lock Skveek (1)	$8.00
HAR0518	Ver'Lock Wizard (1)	$8.00
HAR0526	Ver'Men Assassin I (1)	$6.50
HAR0527	Ver'Men Assassin II (1)	$6.50
HAR0528	Ver'Men Assassin III (1)	$6.50
HAR0529	Ver'Men Priest (1)	$6.50
HAR0530	Ver'Men Priest II (1)	$6.50
HAR0531	Ver'Men Priest III (1)	$6.50

Ver'Monks

HAR0522	Ver'Monks I (3)	$10.95
HAR0523	Ver'Monks II (3)	$10.95
HAR0524	Ver'Monks Command (2)	$10.95
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Drakul Knights

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Averaign Spearmen

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Dwarf Hammers

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Hordes of the Things

WRG **HORDES OF THE THINGS**

A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. **$16.00**

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True 15mm fantasy figures with exquisite detail.

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Clan War

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Clan War
Clan War

Clan War Boxed Game

Clan War Miniatures

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RAFM

CALL OF CTHULHU

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RAL PARTHA

Ral Partha's Battlestorm

Ral Partha's BATTLESTORM Ral Partha have at last released their own fantasy miniatures rules! Battlestorm uses a simple combat system that stresses action, reaction and interaction. Attackers declare any melee combat before they move. This way the opponent has the option of counter-attacking, fleeing or even attacking some other unit. Combat can fire off an exciting chain reaction that suddenly draws many units into the fray. These are called *battlestorms* and they often mean a battle can hinge on a few critical decisions that cause an explosion of carnage. These rules are designed for the bold commander who wants to feel the rush of adrenaline as his troops become enmeshed in a tactical chess match with all the violence and pageantry of a medieval fantasy battle. 160 full color pages with heaps of color photos of Ral Partha miniatures, includes army lists and stats for Savages, Barbarians, Reavers, Tyrants, Dragons, Dwarves, Goblins, Orcs, High Elves, Humans, Undead, Trolls, Ogres, and heaps of monsters and animals, etc. **$48.00**

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REA4025	MOUNTED SAMURAI FIRING BOW	$5.95
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Thunderbolt Mountain

25mm Dioramas & Monsters

Stunning, lifelike dioramas of unequalled quality of workmanship. Figures are true 25mm scale.

THU1012	Rampaging Red Dragon	$73.00
THU1015	Gargantuan Gold Dragon	$77.00
THU1021	Hyppogryffe Rescue	$31.50

Lance armed hyppogryffin rider rescuing maiden from dragon jaws.

THU1022	Flying Firedrake Dragon	$25.00
THU1023	Blood Tor (last stand of two barbarians)	$31.50
THU1024	Gate Crasher (wizard summoning demon)	$27.00
THU1025	Idol Theft (3 thieves trying to steal a gem)	$31.50
THU1026	Immortal Combat (winged angel vs demon)	$27.00
THU1027	Coeur de Gras (2 mounted knights in combat)	$27.00
THU1028	Death's Door	$31.50

Very cute - three adventurers about to pass through a door, with a huge troll on the other side, ready to squash them flat!

THU1029	Knights of the Air	$27.00

One knight on Pegasus verses a chaos knight on winged horse)

THU1030	Dead Man's Chest	$31.50

Three adventurers open two chests, but a surprise awaits them - death!

THU1031	Captive Audience	$31.50

Captive woman brought before orc on throne.

THU1032	Mummy's Favorite (undead protect a mummy)	$27.00
THU1033	Magic Carpet Ride (2 ride a magic carpet)	$31.50
THU1034	Dragon Knight (knight versus small balrog)	$31.50
THU1035	Dueling Wizards (2 wizards going head to head)	$31.50
THU1036	Sea Changes (three mermaids & a mirror?)	$27.00
THU1037	The Sorcerer's Apprentice	$27.00

Sorcerer's apprentice makes a small (huge) error in his practising.

THU1038	Save by the Bell (a party of adventurers)	$31.50
THU1039	Empty Nest (baby and mother pegasus in nest)	$27.00
THU1040	Mother Love II	$31.50

One of their best dioramas. A mother dragon feeding a knight to her squawking hatchling dragons.

THU1041	Chariot of Cuchulain (Celtic fantasy chariot)	$31.50
THU1042	Triton's Sea Chariot	$27.00

Greek god in sea-shell chariot pulled by dolphins.

THU1045	...Try, Try Again (Princess plucking flower petals)	$23.00
THU1046	In the Bag (2 heroes trying to kidnap unicorn foal)	$27.00

25mm Le Morte D'Arthur

The most beautiful true 25mm figures I have seen, of King Arthur and his companions and enemies. The figures have 13th Century arms and equipment.

THU3000	Arthur the King (mounted and on foot)	$17.00
THU3001	Gwenyvere the Queen (mounted and on foot)	$17.00
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THU3003	Merlyon the Sorcerer (mounted and on foot)	$17.00
THU3004	Mordred the Traitor (mounted and on foot)	$17.00
THU3005	The Emperor Lucius (mounted and on foot)	$17.00
THU3006	Taulurd and Taulas, Giants	$17.00
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THU3012	The Red Knight (mounted and on foot)	$17.00
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THU3018	Sir Balyne (mounted and on foot)	$17.00
THU3019	Sir Gareth (mounted and on foot)	$17.00
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THU3021	The Black Knight (mounted and on foot)	$17.00
THU3022	Sir Tristram (mounted and on foot)	$17.00
THU3023	The Green Knight (mounted and on foot)	$17.00
THU3024	Herald (mounted and on foot)	$17.00
THU3025	Squire (mounted and on foot)	$17.00
THU3026	Lady in Waiting	$17.00
THU3027	Dwarf, Page and Trumpeters	$17.00
THU3028	Sergeant	$17.00
THU3029	Archer with Longbow (Mounted & on Foot)	$17.00
THU3030	Townsfolk (4)	$17.00
THU3031	Peasants (4)	$17.00
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THU3096	Medieval Hand Weapons (60)	$17.00
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THU3098	Medieval European Pikes (40)	$17.00
THU3099	Heavy Cavalry Lances (40)	$17.00

WARHAMMER FANTASY

An Introduction to Fantasy Wargames Despite the title, this small 80 page, full color book contains the complete basic Warhammer Fantasy Battles 5th Ed rules, which let you play a game using the infantry and cavalry that make up the bulk of most armies. Even has 11 simple army lists. Also explains the hobby and gives advice on how to collect and paint your own army. $9.00

WARHAMMER FANTASY BATTLES 5th Ed This big boxed set is the new 5th Edition Warhammer Fantasy Battles, with completely revised game mechanics and army lists. The game comes with two popular and completely new armies: The Bretonnians and the Slann. The Bretonnians have 12 mounted Knights of the Realm and 24 bowmen, the finest in Bretonnia. The Slann army has 32 Skink archers (not tough, but make up for it with cunning, speed and sheer numbers) and 20 brutish and savage Saurus warriors. Altogether 88 miniatures. Also a 152 page Battle Book, a Painting Guide, 112 page Rulebook, 3 card buildings, roste pad, 9 magic item cards, 12 dice, 2 range rulers, 2 playsheets, fire effect templates, etc. Can the mighty Bretonnians overcome the numerous hordes of the Slann? $119.95

WARHAMMER BATTLE MAGIC New Edition Contains rules for using spells and magic items in the Warhammer game. Regardless of which armies you own, Warhammer Magic includes everything you need to bring wizards and magic to your battles. With 81 magic weapon cards, 42 enchanted magic cards, 18 magic armor items, 36 wizard Arcana items, 36 Winds of Magic cards, spell decks, templates, counters, etc. $69.00

WARHAMMER Roster Pad Pad with 25 pages. $4.50

The World of Warhammer The official illustrated guide to Warhammer Fantasy which is basically an art book of the Warhammer world plus detailed commentary of the world. There are no photos of miniatures. $40.00

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WARHAMMER SIEGE MINIATURES

CIT974504	WARHAMMER FORTRESS (plastic)	$180.00

The new Citadel plastic castle, with four towers, three walls, and wall with gatehouse. Looks fantastic.

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CIT974351	WARHAMMER FORTRESS WALL (1)	$16.00
CIT974290	WARHAMMER FORTRESS TOWER (1)	$29.50
CIT976096	WH SIEGE ATTACKERS	$31.50

Has 1 wheeled battering ram, 2 ladders, 2 log rams.

CIT976034	WH SIEGE ATTACKERS	$27.00

Has 1 boiling oil cauldron, 2 rock droppers, 2 barrels, 4 buckets of rocks, and a wheelbarrow.

CIT975525	SIEGE MANTLETS (2)	$11.00
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Warhammer Fantasy Miniatures

HIGH ELF ARMY **$345.00**

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ORC & GOBLIN ARMY **$345.00**

2000 point army - Grom, Skarsnik, Shamen on Wyvern, 18 Orc Boyz Mob, 15 Orz Arrer Boyz, 14 Night Goblin Mob, 3 Night Goblin Fanatics, 14 Goblin Mob, 5 Gobbo Wolf Riders, Squig Herders, 2 Gobbo Doom Divers, & banners.

UNDEAD ARMY **$325.00**

2000 point army - Dieter, Vampire Count, 6 Undead Cavalry, 20 Skeletons, 14 Zombies, 12 Ghouls, 2 Skull Chuckers, 2 Carrion, 2 Undead Chariots, banners.

CIT0508 WOOD ELF ARMY DEAL **$370.00**

2000 point army - Wood Elf General riding Forest Dragon, Wood Elf Mage Champion, Treeman, Wood Elf Champion, Glade Riders Regiment (5 mounted), Glade Guard Regiment (10), Wardancers (8), Dryads (8), two Wood Elf Archer Regiments (18?), Complete Wood Elf Army List, Wood Elf Banners.

DOGS OF WAR MERCENARIES

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CIT995400	CHAOS KNIGHT CHAMPION (1)	$13.50
CIT991655	CHAOS KNIGHT STANDARD BEARER	$13.50
CIT995233	CHAOS NURGLINGS	$11.00
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CIT995974	UNGRIM THE SLAYER (1)	$16.00
CIT743834	BURLOCK DAMMINSON (1)	$14.50
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CIT995837	DWARF HERO SKAG	$11.00
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CIT995882	DWARF HAMMERERS (3)	$13.50
CIT743926	DWARF HAMMERERS COMMAND (2)	$14.50
CIT990719	DWARF HAMMERER CHAMPION (1)	$11.00
CIT743982	DWARF TROLL SLAYER COMMAND (2)	$10.95
CIT975495	DWARF SLAYER HERO	$13.50
CIT743963	DRUNKEN DWARFS (4)	$14.50
CIT995868	DWARF RUNESMITH: GRUDGE (1)	$11.00
CIT743957	DWARF MINER CHAMPION (1)	$9.00
CIT743951	DWARF HERO (1)	$9.00
CIT995813	DWARF COMMAND GROUP (2)	$12.50
CIT986842	DWARF ORGAN GUN (1)	$27.50
CITSIEGE	DWARF SIEGE CANNON (1)	$22.50
CIT880447	DWARF MINERS (3)	$14.50
CIT880454	DWARF MINER COMMAND (3)	$14.50
CIT880515	DWARF CROSSBOWMEN (3)	$13.50
CIT995783	DWARF TROLL SLAYERS (3)	$13.50
CIT995776	DWARF GIANT SLAYER (2)	$16.00
CIT995769	DWARF LONGBEARDS (3)	$11.00
CIT995752	DWARF THUNDERERS (3)	$13.50
CIT880973	DWARF DRAGON SLAYER (1)	$10.95
CIT880980	DWARF DAEMON SLAYER (1)	$14.50
CIT006076	DWARF BANNERS	$11.00

CHAOS DWARF BOXED SETS

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CIT999446	EARTHSHAKER (1)	$49.00
CITCD04	CHAOS DWARVES (8)	$14.00

CHAOS DWARF BLISTERS

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CIT995189	CHAOS DWARF AXEMEN	$13.50
CIT758050	CHAOS DWARF COMMAND (2)	$14.50
CIT995172	CHAOS DWARF CHAMPION (1)	$11.00
CIT995158	CHAOS DWARVES BLUNDERBUS	$13.50
CIT758159	BULL CENTAURS (1)	$14.50
CIT995134	BULL CENTAUR STANDARD BEARER (1)	$16.00
CIT758203	CHAOS DWARF ROCKET LAUNCHER (1)	$18.00
CIT758500	HOBGOBLIN WARRIORS (4)	$14.50
CIT995073	HOBGOBLIN ARCHERS (3)	$13.50
CIT758609	HOBGOBLIN COMMAND (2)	$14.50
CIT995059	HOBGOBLIN CHAMPION (1)	$11.00
CIT758630	MOUNTED HOBGOBLIN HERO (1)	$10.95
CIT995035	HOBGOBLIN WOLF RIDER (1)	$11.00
CIT758708	HOBGOBLIN WOLF RIDER COMMAND (1)	$9.00
CIT990603	HOBGOBLIN WOLF RIDER STANDARD (1)	$11.00
CIT995042	HOBGOBLIN SNEAKY GITS (3)	$14.50
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CIT995110	CHAOS DWARF HEROES (1)	$10.50
CIT136301	CHAOS DWARF TRANSFERS	$10.50

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CIT999538	DURTHU THE TREEMAN (1)	$36.00
CIT987764	WOOD ELF FOREST DRAGON (1)	$67.00
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CIT996605	WOOD ELF WAR DANCERS (3)	$13.50
CIT975518	WAR DANCER CHAMPION (1)	$13.50
CIT996599	GLADE GUARD (3)	$13.50
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CIT996575	GLADE GUARD CHAMPION (1)	$11.00
CIT996568	WOOD ELF GENERAL ON ELVEN STEED	$16.00
CIT996551	WOOD ELF WAR EAGLE (1)	$22.50
CIT742089	WOOD ELF MOUNTED MAGE (1)	$10.95
CIT996513	GLADE RIDER CHAMPION (1)	$10.50
CIT996490	GLADE RIDER ARCHERS (1)	$10.50
CIT742189	GLADE RIDER STANDARD BEARER (1)	$11.00
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CIT996452	WOOD ELF SKAW THE FALCONER (1)	$16.00
CIT136296	WOOD ELF TRANSFERS	$11.00
CIT996551	WOOD ELF WAR EAGLE	$21.50
CIT996520	WOOD ELF BANNERS	$12.50
CIT979639	WOOD ELF SORCERESS ON FOOT	$13.50
CIT979622	WOOD ELF SCOUTS (3)	$13.50
CIT979615	WOOD ELF SCOUT CHAMPION (1)	$11.00
CIT979608	WOOD ELF SCOUT COMMAND (2)	$12.50
CIT988129	WOOD ELF GLADE RIDER (1)	$11.00

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CIT746767	GIANT SPIDER (1)	$16.00
CIT976379	FANTASY SWARM (4)	$16.00
CITCOCKA	COCKATRICE (1)	$19.00
CITSCORP	GIANT SCORPION (1)	$22.00

Science Fiction

Babylon 5 Wars

AOG **Babylon 5 Wars 2nd Edition**
This second edition is reformatted, streamlined and clarified, with new art and new ships. New ship control sheets include the Minbari Whitestar, the Earthforce Thunderbolt, etc. These official, detailed miniatures rules for Babylon 5 are presented in a boxed set which recreates the many epic struggles between the various races and factions which make up the Babylon 5 universe. The rules allow for engagements as small as a few fighters on each side to large fleets battling for control of a planet. Includes rules and background material, ship control sheets for all the popular Earth Alliance, Minbari, Centauri and Narn ships and fighters. Also has two full color counter sheets, 12 metal miniatures and star maps. The rules are like a simplified version of *Star Fleet Battles*. **$99.95**

War of Retribution: Atlas of Narn/Centauri War History and color maps in a week by week account of the Narn/Centauri war, in which the Narn were soundly defeated. Also statistics and ship record sheets on all Narn and Centauri ships and fighters, including many new ones. New rules, & 110 color counters. **$50.00**

CEE **Earthforce Sourcebook**
This roleplaying supplement for *The Babylon Project* also contains a complete set of simple miniatures rules for Babylon 5, written by Jon Tuffley, who wrote *Full Thrust*. As such the rules are simple to learn, but tactics are very hard to master! Each turn you must write in advance what movement your ships will undertake, which could well result in your guns not being able to target your desired opponent, should he be able to out guess you! Covers almost all Earthforce ships, including the impressive Omega-class destroyers, two types of Starfuries, and Hyperion-class heavy cruisers; details the Minbari cruiser and fighters, with far superior technology to the other races; details the Narn heavy cruiser, battle dreadnought and fighters; and the Centauri light cruiser, battle cruiser and fighters. The rules are magnificent, and you can easily control six ships each plus fighters. This is the game system for me! The book contains counters for all the above ships and fighters, but I will be using the below miniatures. **$40.00**

Babylon 5 Wars Miniatures

EARTHFORCE

AOGBW201	Earthforce Omega Destroyer (1)	$25.50
AOGBW206	Starfury Earthforce Fighters (3)	$14.00
AOGBW210	Earthforce Nova Dreadnought *Due April*	$25.50
AOGBW212	Earthforce Hyperion Cruiser (1)	$19.00
AOGBW220	Earthforce Olympus Corvette	$26.00
AOGBW244	Earthforce Thunderbolt Fighter (3)	$17.00
REV3622	Babylon 5 Station Model Kit	$45.00

This is a stunning model kit with decals for all of the blue-metallic and grey-metallic areas that run the length of the station, as well as other sections. The model is 43cm long and has 37 pieces.

MINBARI

AOGBW202	Minbari War Cruiser (1)	$25.50
AOGBW209	Minbari Fighter (3)	$14.00
AOGBW217	Minbari Flyer (3)	$14.00
AOGBW222	Minbari Whitestar (1)	$21.00
AOGBW224	Minbari Early Cruiser (1)	$21.00

NARN

AOGBW203	Narn G'Quan Heavy Cruiser (1)	$25.50
AOGBW207	Narn Heavy Fighter (3)	$14.00
AOGBW214	Narn Assault Cruiser (1)	$25.50
AOGBW242	Narn Bin'tak Dreadnought (1)	$39.00
AOGBW261	Narn Rongoth Destroyer (1) *Due April*	$15.00
AOGBW264	Narn Dag'Kar Missile Frigate (1)	$15.00
AOGBW265	Narn Sho'Kar Scout (1) *Due July*	$15.00
AOGBW267	Narn Gortih Medium Fighter (3)	$14.00
AOGBW268	Narn Var'Nic Destroyer (1) *Due April*	$15.00
AOGBW269	Narn Thentus Frigate	$15.00

CENTAURI

AOGBW204	Centauri BattleCruiser (1)	$25.50
AOGBW208	Centauri Medium Fighter (3)	$14.00
AOGBW213	Centauri Warship (1)	$15.00
AOGBW246	Centauri Dargan Strike Cruiser (1)	$25.50
AOGBW247	Centauri Covran Scout (1) *Due April*	$15.00
AOGBW248	Centauri Octurian Battleship (1)	$43.00
AOGBW255	Centauri Kutai Gunship (1) *Due May*	$15.00
AOGBW257	Centauri Balvarin Carrier (1) *Due May*	$25.50
AOGBW258	Centauri Altarian Destroyer (1)	$19.00
AOGBW260	Centauri Rutarian Strike Fighter (3)	$14.00

OTHER RACES

AOGBW229	Raider Delta-V Fighter (3)	$14.00
AOGBW230	Raider Carrier (1) *Due July*	$25.50
AOGBW231	Raider Battle Wagon *Due July*	$25.50

BOXED SETS

AOGBW301	Narn Fleet Boxed Set *Due July* Includes 2 x 203, 2 x 207, 1 x 214	$99.00
AOGBW302	Centauri Fleet Boxed Set *Due July* Includes 1 x 204, 2 x 208, 4 x 213	$99.00
AOGBW303	Earthforce Fleet Boxed Set *Due June* Includes 1 x 201, 2 x 206, 3 x 212	$99.00
AOGBW304	Minbari Fleet Boxed Set *Due June* Includes 1 x 202, 1 x 209, 1 x 217, 1 x 224	$99.00

The only problem with the AoG fighters above is that they are rather large. If you want tiny fighters that are a similar scale to the capital ships, then you can use some of the Ground Zero fighters below, which are *similar* in design to the equivalent Babylon 5 fighters:

Tiny X-Wing Fighters (Suitable for use as Starfury) (24)	$16.00
Tiny Tri-Wing Fighters (Suitable for use as Minbari) (24)	$16.00
Tiny Crescent Fighters (Suitable for use as Centauri) (24)	$16.00
Tiny Rhomboid Fighters (Suitable for use as Narn) (24)	$16.00

Battlefleet Gothic

GW **Battlefleet Gothic** *Due July*
Games Workshop's newest big boxed game, of spaceship battles in the 41st Millennium. You command fleets of warships in deadlyconflict among the stars. Includes four large plastic Imperial Cruisers, with enough optional parts to make up a variety of different types, and four large Chaos plastic cruisers, also with a lot of optional parts. The ships really do look fantastic. Includes a full rulebook including stats for dozens of Imperial, Chaos, Ork, Eldar ships, fighters, base stations, weapons, etc. With 12 specialised dice, plastic range rulers, over 100 counters of things such as missiles, missile volleys, ship turning counters, asteroids, a planet. Also a quick start guide.......................... **$100.00**

BattleTech

FAS **BATTLETECH 4th Edition** This 4th edition comes with a 48 page rulebook that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc; a 32 page record sheet book; a 32 page full color book with quick start rules and heaps of background info; there are two 22"x27" maps; & 48 cardboard full color standup counters, being two each of 24 different mechs; and 144 full color unit stickers. Note that there are no rule changes. **$47.50**

BattleTech Master Rules Replaces the *Compendium*. Combines material from BattleTech 4th Ed, CityTech, and other sources, to offer the most comprehensive set of rules ever published for BattleTech. Also has a new, complete set of table-top miniatures rules. Also mech designs, scenario building rules, and the Battle Value System for balancing forces. **$38.00**

BattleLance Miniatures Rules This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. **$4.00**

Ral Partha BattleTech Miniatures

Mechs & AFVs

1/285th Scale Metal kits with 1 or () models.

RAL1920-778	CROCKETT BATTLEMECH	$16.50
RAL1920-786	FLASHMAN BATTLEMECH	$13.95
RAL1920-787	CHAMPION BATTLEMECH	$13.95
RAL1920-788	SENTINEL BATTLEMECH	$10.95
RAL1920-814	LANCELOT BATTLEMECH	$13.95
RAL1920-827	ONTOS TANK (2)	$15.50
RAL1920-870	WHITWORTH BATTLEMECH	$10.95
RAL1920-872	QUICKDRAW	$14.25
RAL1920-879	CLINT BATTLEMECH	$10.95
RAL1920-880	BLACKJACK BATTLEMECH	$12.25
RAL1920-892	SHOGUN BATTLEMECH	$16.50
RAL1920-898	IMP BATTLEMECH	$16.50
RAL20600	VULTURE OMNIMECH (1)	$13.95
RAL20601	LOKI OMNIMECH (1)	$12.50
RAL20602	THOR OMNIMECH (1)	$13.95
RAL20603	MADCAT OMNIMECH (1)	$13.95
RAL20604	MAN O'WAR OMNIMECH (1)	$16.50
RAL20605	MASAKARI OMNIMECH (1)	$16.50
RAL20606	GLADIATOR OMNIMECH (1)	$14.95
RAL20607	DAISHI OMNIMECH (1)	$16.50
RAL20608	DRAGONFLY MDM OMNIMECH	$11.50
RAL20609	FENRIS MDM OMNIMECH	$11.50
RAL20610	BLACKHAWK MDM OMNIMECH	$12.50
RAL20611	RYOKEN MDM OMNIMECH	$12.50
RAL20612	DASHER BT OMNIMECH	$9.95
RAL20613	KOSHI BT OMNIMECHS	$9.95
RAL20614	ULLER BT OMNIMECH	$10.95
RAL20615	PUMA BT OMNIMECH	$10.50
RAL20616	GRAND TITAN	$14.95
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RAL20619	THOR SELF PROPELLED ARTILLERY	$14.50
RAL20622	NIGHTSKY	$9.95
RAL20623	SRM CARRIER	$12.50
RAL20624	GALAHAD	$11.50
RAL20626	PHOENIX HAWK IIC	$11.95
RAL20627	LRM CARRIER (2)	$14.50
RAL20628	THUNDER THR-1L	$11.50
RAL20629	PHANTOM OMNIMECH	$12.50
RAL20631	MARKSMAN SELF PROPELLED ARTILL	$12.50
RAL20632	GRIM REAPER GRM-R-PR29	$10.50
RAL20633	NAGA OMNIMECH	$14.95
RAL20634	LOCUST IIC	$6.95
RAL20635	PUMA 95 TON TANK	$13.95
RAL20636	BUSHWACKER	$9.95
RAL20637	GOSHAWK	$9.95
RAL20638	RAKSHASA	$10.95
RAL20639	KANGA AFV (2)	$11.95
RAL20642	BERSERKER	$14.95
RAL20643	HELLHOUND	$9.95
RAL20644	PENETRATOR	$10.95
RAL20645	MARAUDER IIC	$13.50
RAL20648	DAIMYO BATTLEMECH	$9.95
RAL20650	BANDERSNACH	$8.50
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RAL20652	KRAKEN	$14.95
RAL20656	APOLLO	$9.95
RAL20658	SHADOWHAWK IIC	$9.95
RAL20659	NAGINATA	$12.95
RAL20660	KODIAK (1)	$14.95
RAL20661	VIXEN (1)	$8.50
RAL20662	BATTLE COBRA	$10.95
RAL20663	VIPER	$10.95
RAL20664	LINEBACKER OMNIMECH	$13.95
RAL20665	SUNDER MECH	$15.50
RAL20666	GRIZZLY MECH	$11.95
RAL20667	TOKUGAWA HEAVY TANK (2)	$13.50
RAL20668	DART DRT-35 MECH	$9.50
RAL20669	ANVIL	$11.50
RAL20670	GRAND CRUSADER MECH	$12.50
RAL20671	REGULATOR HOVERTANK	$11.95
RAL20672	SHADOWCAT	$11.50
RAL20673	STARSLAYER	$10.50
RAL20674	FALCONER	$11.50
RAL20675	NIGHTSTAR (1)	$13.50
RAL20676	PIRANHA	$7.50
RAL20677	GRENDL	$11.50
RAL20678	TYPHOON	$12.50
RAL20679	RAPTOR	$10.50
RAL20680	GALLOWGLAS (1)	$11.50
RAL20681	LONGBOW (1)	$12.50
RAL20682	KOMODO	$9.95
RAL20683	HANKYU OMNIMECH	$10.50
RAL20684	SHOOTIST (1)	$12.50
RAL20685	BANDIT HOVERCRAFT	$13.95
RAL20686	MACKIE	$14.50
RAL20687	THUNDER HAWK	$14.95
RAL20688	BABOON	$8.50
RAL20689	NEXUS (1)	$7.95
RAL20690	OWENS OMNIMECH	$10.50
RAL20691	PEREGRINE	$7.50
RAL20692	HERECULES	$11.50
RAL20693	NO-DACHI	$11.50
RAL20694	TOYAMA MECH	$12.50
RAL20695	FIRE FALCON OMNIMECH	$10.50
RAL20696	SUPERNOVA	$14.00
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RAL20698	BUCANEER	$9.95
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RAL20714	BATU OMNI AEROSPACE FIGHTER	$11.50
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RAL20740	BEHEMOTH TANK	$14.50

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RAL20749	GOBLIN INFANTRY SUPPORT VEHICL	$13.50
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RAL20752	GALLEON LIGHT TANK (2)	$9.50
RAL20753	SCHREK PPC TANK (2)	$13.95
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RAL20758	CAULDRON-BORN (OMNI)	$13.95
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RAL20779	MANTICORE	$12.50
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All come with hex bases.

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NOTICE OF TERMINATION Both an introduction to the above game plus an expansion. Has an 8 page basic rulebook with 6 scenarios, 12 page advanced rulebook with 6 scenarios, 116 counters of gear such as gas-masks, 9 color stand-up counters of figures, 12 new combat cards, 18 room and hallway pieces, 3 stand-up doors. **$40.00**

Demon Blade Games

SHOCK FORCE Boxed Set - Battles in the Remnants of America Players battle in the remnants of America in the year 2142 AD. A sociopolitical & nuclear meltdown has caused America to become a battlefield populated by hordes of mutant gangs that roam the wastelands and derelict cities, and the MegaCom armies, such as the Shock Force, consisting of normal men and women who are trained to fight from birth. These are skirmish rules including unit activation, command radius, advantages and disadvantages, and army lists, including the Vengequan, descendants of the original tribes of America; the Scarlet Brethren; the Orgs; undead Cyborgs, GothRats, etc. With 28 metal miniatures, being from the Burning Deer Tribe and Powerforce; 10 dice, rules, ref cards.. **$90.00**

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Dirtside II

DIRTSIDE II By the same people who did *Full Thrust.* This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are inlcuded for infantry, AFVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1:285/1:300 scale miniatures. Includes a flexible integrated game sequence, an innovative chartless combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. By GZG. **$35.00**

STARGRUNT II These rules are a comprehensive set of generic rules for simulation science fiction infantry combat in virtually any background, but also includes background info and unit types and organisation set in the same universe as Dirtside and Full Thrust. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations. **$40.00**

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Capital Ships Six large, highly detailed, metal ships. *Due June.* **$50.00**

Full Thrust

GZG FULL THRUST 2nd Ed

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the *#@# can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. **$25.00**

MORE THRUST The first supplement for *Full Thrust*. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Kra'vak race, expanded ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time line, etc. One of the new optional rules is the ability to cloak your ships. The amusing thing is that your ship is also blind when cloaked, so you must plot its moves without the miniature on the table - if you muck up your guessed movement orders, it could end up in the next room! **$25.00**

Full Thrust Fleet Book Volume 1: Warships of the Major Powers This volume covers major warship classes of the four main powers of the Third Solar War period, NAC, ESU, NSL and FSE. Has complete game stats for those Full Thrust miniatures - over 60 pregenerated designs including generic freighters and support ships. Also has new and updated rules, new weapons, revised ship design, and simplified vector movement system. **$30.00**

Full Thrust Space Ship Miniatures

Lead models by CMD, cast here in Melbourne by Eureka.

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Necromunda

GAM **NECROMUNDA**

A whole new game system for the Warhammer 40,000 universe, this being a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, gantries, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 80 page rulebook, 88 page sourcebook, 8 paint modelling and painting guide, 2 plastic rangerulers, 30 plastic bulkheads, heaps of cardboard buildings and walkways, counters and templates, dice, 8 page easy-start booklet. **$99.00**

OUTLANDERS Adds outlaws to the game of Necromunda. Features Wyrds, weird witches with terrifying psychic powers, lethal Spyrers, new weapons, outlaw scenarios, the Arbitrator campaign, new card buildings which included a shielded walkway, 12 plastic bulkheads, 5 card barricades, an elevator and a watch tower. **$54.00**

NECROMUNDA Battles in the Underhive

A compilation of some of the most sought after Necromunda articles from the pages of White Dwarf and the Citadel Journal. Also contains new event cards and rules for using them, an article about playing the feared Adeptus Arbites, and Triple Cross: a brand new scenario by Andy Chambers. **$31.50**

NECROMUNDA MINIATURES

NECROMUNDA BOXED SETS

CIT0043	HOUSE CAWDOR	$36.00
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CIT999613	HOUSE DELAQUE GANG	$36.00
CIT999606	REDEMPTIONIST GANG (8)	$36.00
CIT999644	HOUSE GOLIATH GANG	$36.00
CIT0054	RATSKIN RENEGADES (8)	$45.00
CIT999583	SCAVVY GANG (8)	$36.00
CIT978458	ORLOCKS (6 plastic figures with separate arms)	$16.00
CIT978410	GOLIATHS (6 plastic figures with separate arms)	$16.00

NECROMUNDA BLISTERS

CIT997176	HOUSE ORLOCK JUVES	$13.50
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CIT729159	HOUSE GOLIATH LEADER	$9.00
CIT729180	HOUSE ESCHER JUVES	$14.50
CIT997046	HOUSE ESHER HEAVY WEAPON	$11.00
CIT997039	HOUSE ESCHER GANGERS	$12.50
CIT729210	HOUSE ESCHER LEADER	$9.00
CIT729241	HOUSE VAN SAAR JUVES	$14.50
CIT997008	HOUSE VAN SAAR HEAVY WEAPON	$11.00
CIT996995	HOUSE VAN SAAR GANGERS	$13.50
CIT729272	HOUSE VAN SAAR LEADER	$9.00
CIT729302	HOUSE DELAQUE JUVES	$14.50
CIT996964	HOUSE DELAQUE HEAVY WEAPON	$11.00
CIT996957	HOUSE DELAQUE GANGERS	$13.50
CIT729333	HOUSE DELAQUE LEADER	$9.00
CIT996933	RATSKIN SCOUTS	$11.00
CIT996926	UNDERHIVE SCUM	$13.50
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CIT729593	WYRD PYROMANIAC	$10.95
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CIT729619	PLAGUE ZOMBIES	$14.50
CIT729661	WYRD TELEPATH	$10.95
CIT729678	WYRD TELEKINETIC	$10.95
CIT729479	REDEMPTIONIST ARCH ZEALOT	$14.50
CIT996810	NECROMUNDA WEAPONS	$12.50
CIT729529	REDEMPTOR PRIEST	$9.00
CIT729539	REDEMPTIONIST ZEALOT	$9.00
CIT996797	REDEMPTIONIST BRETHREN (3)	$13.50
CIT996803	REDEMPTIONIST DEACON (1)	$11.00
CIT729549	BRAKAR THE AVENGER (1)	$14.50
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CIT996735	RATSKIN SHAMAN (1)	$11.00
CIT996728	PIT SLAVES	$13.50
CIT729623	SCAVVY BOSS	$9.00
CIT729630	SCALY	$14.50
CIT729647	SCAVVIES (4)	$14.50
CIT729654	SCAVVY MUTANTS (3)	$14.50

Silent Death

IRO **Silent Death: The Next Millennium Deluxe Edition.** A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. Silent Death the Next Generation is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintergrating high-tech empire in the far future. This boxed set includes 168page Deluxe Rulebook, 32 page starcraft display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missles, torpedoes and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules from the original edition and it's supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, & 24 updated ship designs. **$80.00**

Silent Death The Next Millenium Rulebook The rulebook of the above boxed set, available separately. **$24.00**

Silent Death Rookie Rules This is a complete game, an introduction to Silent Death. Includes a subset of the rules, starcraft display book, 6 rookie scenarios, 9 dice, plastic missiles, torpedoes, asteroids, two 24"x36" maps, 24 plastic ships, 2 each of 12 designs. **$35.00**

Renegades: The Espan Rebellion A supplement chronicling the Espan Civil War from the first days after its failed coup to the climatic battle high above the Espan capital of Esperanza. **$16.00**

Silent Death Annex: Operation Dry Dock Since the fall of the Empire, many standard Imperial ship designs have undergone refits. This book has 23 previously unseen ship variants. **$22.50**

Silenth Death Forces: Universal Night Watch Through sharing resources, technologies, and intelligence, the Twelve created a brotherhood for the defense of Mankind. The Universal Night Watch was founded protect against the Night Brood, horrors from beyond Terran space. New weapons, technology, 12 scenarios. **$22.50**

Silent Death Hostile Takeover Pedro Martinez tried to free Espan from the stifling yoke of Kashmere, resulting in war. Has 4 new fighter wings, four new space fightes, 12 new scenarios. **$19.00**

Silent Death Races: Night Brood - First Contact The Grubs swarm through deep space ravaging planet after planet. Rules for using Grub ships and weapons, scenarios, 188 color counters, etc. **$24.00**

Silent Death House: Sigurd Archdiocese The faithful of the Church of Odin believe that only they can stand against the Brood and their evil encroachment on human space. **$22.50**

Silent Death Kashmere Commonwealth Reveals the history of the greatest trading house in the galaxy. Seven new Kashmere house ships & two new pirate vessels, scenarios, and campaign. **$22.50**

Silent Death Rules of Warfare Scheduling tournaments, running leagues, and organising SD events, cut-out color counters and maps. **$19.00**

Silent Death Rules of Warfare II Official tournament guidelines, preconstructed fleets, counters, map, refits, etc. **$19.00**

Silent Death Fighter Tactics Manual Basic fighter maneuvres and advanced tactical theories. Tactics presented reflect the basic Silent Death rules. 3 scenarios, new prices, optional rules, six new fighters. **$22.00**

SpaceJunk Nebulas, dust clouds, radiation zones, gravity wells can now appear on ship screens in the Silent Death universe. Rules for 30 different stellar objects, starfighter combat within an atmosphere, etc. **$22.50**

Sunrunners Everything there is to know about the last survivors fo Barat-Tuul, who after their world was taken over and infested by the Grubs, formed their survivors into tough mercenaries. **$21.50**

Warhounds Escort vessels - corvettes, frigates and destroyers - are the true workhorses of all interstellar navies. This supplement adds the escort class of ships to the deadly universe of Silent Death. **$24.00**

ASP Technology Explores the most technologically advanced Terran house and its rise to power, its near obliteration by the Hatchlings, and leaps in technology to help it survive. **$23.95**

Yoka-Shan Warworlds The Warworlds have as many enemies as they do allies, so they invest heavily in research and development to try to keep an edge, so they have some cool stuff. **$25.50**

Q'raj Void Protectorate Started as a band of colonies that had forged political and military alliances to resist piracy and the other Terran Empire houses. Now a very strong military force. With 15 scenarios, 4 new fighters, 1 new warhound, 3 refit fighters, 1 new gunboat. *June?* **$25.50**

IRO **Explosive Decompression**

A science fiction miniatures game of havoc and mass destruction. This is the first game besides *Silent Death* to use the Combat Express resolution system. The fast-paced, man-to-man boarding actions take place aboard Warhouse class starships from the Silent Death universe. Enemy units are not the most deadly perils: players must contend with reactor leaks, ruptured pipes, a confined environment, goop, mad robots, and explosive decompression. This boxed game includes plastic and metal figures including heavy assault troopers and commanders, robotic defense units, scenario and rule books, counters, color maps, dice, etc. *July?.* **$119.95**

Silent Death Miniatures

IRO7410	WINGS OF DEATH (48 plastic miniatures same as in the game.)	$50.00

Space Rangers

ICE **SPACE RANGERS** **$50.00**

This is not a game, but a boxed set with 50 finely detailed exaggerated scale 25mm Space Marines, which were released by Grenadier UK a couple of years ago, but now brought out again by ICE. These figures make perfect Chaos Space Marines, or even alternate-armor normal Space Marines. There are ten squad leaders, 40 troopers, and there is one sprue with 3 super heavy weapons for each squad of five. Figures stand 31mm tall and all have jump packs and Citadel style slotta bases.

Star Blazers

VOY **STAR BLAZERS**

Tactical space combat rules based on the classic animated science fiction series staring Space Battleship Yamato. The rules include many simple cut-out ship counters, but a fine range of starship miniatures are available below. Now you can refight the Gamilon and White Comet Wars of 2199-2201 AD. Send for the Yamato with its massive Wave Motion Gun and try to crush the evil Gamilon ships and eventually their empire, before the White Comet Empire decides to destroy Earth. The game rules are simple enough to allow battles between fleets, and there are ship record sheets for all ship types at the back of the rules. **$34.00**

EDF Technical Manual 206 page sourcebook, being a data book that brings together the ships and weapons of all three space powers, EDF, Gamilon Empire and White Comet Empire. 490 illustrations, fleet organization, command structure, mission profiles for ships, etc. **$48.00**

Star Blazers Miniatures

VOY1001	EDFS Space Battleship Yamato (1)	$16.00
VOY1002	EDFS SBB Andromeda (1)	$16.00
VOY1003	EDFS Standard Battleship (1)	$14.50
VOY1004	EDFS Battlecruiser (1)	$9.50
VOY1005	EDFS Frigate (6)	$8.00
VOY2001	GAM Tri-Deck Carrier (1)	$16.00
VOY2002	GAM Battle Carrier (1)	$16.00
VOY2003	GAM S-Type Battleship (1)	$16.00
VOY2004	GAN Desslok Command Ship 1 (1)	$12.95
VOY2005	GAM Destroyer (6)	$8.00
VOY2006	GAM Smite Ship (2)	$6.50
VOY3001	COM Magna Flame Ship Medaruus (1)	$18.95
VOY3002	COM Battleship (1)	$16.00
VOY3003	COM Twin Deck Carrier (1)	$16.00
VOY3004	COM Destroyer (3)	$9.50

Starsiege Rebellion

AoG **Starsiege Rebellion**

Based on the hit computer game. The year is 2829. The colonies are in rebellion. To quell this rebellion, the Emperor is forced to strip Earth of her defenses and send them to the colonies. Prometheus, humanities age old enemy, sees this as his opportunity to make the final strike against the humans. As the Terran Defense Force battles the rebels on Mars and the other colonies, Prometheus sends his Cybrid forces to Earth in an attempt to exterminate the human race. The game features fast, single die roll combat resolution, variable combat loads, 29 vehicles from three different factions, experienced troops have a distinct advantage, heaps of historical background. With 96 page color rules, 18 metal miniatures of 6 types, being 10 hercs and 8 tanks. 4 flocked hills, 29 vehicle data cards, sheet of die-cut counters, data sheets and charts. $90.00

Starsiege Rebellion Miniatures

AOGSS201	Imperial Obsidian Tank (2)	$19.50
AOGSS203	Imperial Talon Herc (2 mecha)	$19.50
AOGSS204	Imperial Minotaur Herc (2 mecha)	$19.50
AOGSS219	Imperial Basilisk Herc (1 huge mecha)	$28.00
AOGSS210	Cybrid Seeker Herc (2)	$19.50
AOGSS212	Cybrid Shepherd Herc (1)	$19.50
AOGSS220	Cybrid Vindicator Tank (2)	$19.50

Star Trek Miniatures

Fine detail figures about 30mm high

LAS25600	Federation Away Team, including Worf (7)	$35.00
LAS25601	Federation Bridge Crew (7) *Due May*	$35.00
LAS25602	Federation Ships of the Line (7) *Due May*	$35.00
LAS25603	Romulan Ships (7) *Due May*	$35.00
LAS25604	Romulan Bridge Crew (7) *Due May*	$35.00

Trinity: BattleGround

WHT **TRINITY: BATTLEGROUND**

A new boxed miniatures wargame from White Wolf, based on the Trinity RPG. It covers the war between the Aberrants and the psions of the Seventh Legion on the deep-space colony of Khantze Lu Ge – the war to save humanity has begun! Fire rains down from the heavens as 22nd Century ships filled with Legionaries drop to the surface of Khantze Le Ge. These troopers have come to make a last-ditch stand on the outer frontiers of colonised space. Aberrants, hideously deformed super-humans from Earth's past, have begun to enslave the planet's population, but now the Seventh Legion has come to save them. With 20 superbly detailed exaggerated 25mm resin miniatures, 2 foam hills, heaps of light-card buildings, felt dice bag with dice, measuring sticks, tons of counters, pads of character sheets, cards with game info, introductory and full scale rules, etc. **special price –**

Price was $130.00 **Now an amazing $65.00 !**

Trinity Battleground Miniatures

Exaggerated 25mm metal figures with datacards.

WHT9407	Legionaire Montrose and Aesculapian Jon Holt	$16.00
WHT9408	Orgotek's Dr Sagar & ISRA Sage (2)	$16.00
WHT9409	Norsca's Juanos Palmero & Ministry's Lu Chen (2)	$16.00
WHT9410	Aberrant Leader Lucifer (1)	$12.00
WHT9411	Trogs – Aberrant Support Troops (4)	$20.00
WHT9412	Aberrant Denshea and Slint (2)	$20.00
WHT9413	Legion Batya/Jam/McG	$20.00
WHT9414	Legion Somers/Wil/Cam	$16.00
WHT9415	Legion Avenger Support Squad	$24.00
WHT9416	Aberrant Gomorra	$16.50
WHT9417	Aberrant Nazul	$14.50
WHT9418	Aberrant Caulfein & Fkahn	$14.50
WHT9419	Krikquill Support Squad	$21.00
WHT9420	Legionaire & Aesculapian	$16.50
WHT9421	Sentry Guns	$12.50
WHT9422	Legion Dragon Support Squad (4)	$18.00
WHT9423	Aberrants Naushka & Drummach (2)	$18.00
WHT9424	Aberrant Thune Support	$14.50
WHT9425	Psion Character Pads (full color)	$10.00
WHT9426	Aberrant Character Pads (full color)	$10.00
WHT9427	Battleground Building Sets (several card buildings)	$20.00

VOR: The Maelstrom

FASA **VOR: THE MAELSTROM**

A new science-fiction miniatures game of tactical combat in the twisted realm of the Maelstrom, by FASA. A fast-playing, detailed rules system lets players lead their forces against myriad opponents in a battle for survival in an ever-changing environment. This starter box introduces players to the deadly setting and has everything needed to play. The Maelstrom and its deadly inhabitants are described in detail, with a base force list covering the first six races. With 30mm metal miniatures, rules for creating new races and campaign play; plastic templates, etc. *Due July.* **$140.00**

Warhammer 40,000

GAM **WARHAMMER 40,000 3rd Edition**

The all new, completely revised 3rd Edition Warhammer 40,000 is out now! The easiest way to explain the revisions, is that Warhammer 40,000 is no longer a skirmish (squad) level game, with 2,000 point Space Marine armies having only around 20 figures and a couple of vehicles. The new rules play a lot quicker and smoother, allowing much bigger armies. This is done by streamlining the game system in many ways: movement rates have been generalised; overwatch has been scrapped; each race instead has its own unique wargear list instead of cards; powerful characters are toned down considerably; your psyker can perform one psychic power in your turn if he can roll under his leadership (so psykers don't dominate the game anymore either – about time); vehicles are easier to destroy; points costs should be about half what they were before; army lists are completely different now. Other rules have also been streamlined, such as shooting, taking wounds, penetrating armor, saving throws, hand-to-hand combat, and units breaking. There are modifiers to break tests such as –4 if outnumbered 4 to 1. Units break a lot faster than before. And no more sustained fire dice, heavy weapons may fire from 1 to 3 times, depending on the weapon. The game comes with a 288 page rulebook, which includes army lists for Space Marines, Dark Eldar, Tyranid Hive Fleets, Eldar Craftworlds, Chaos Space Marines, Imperial Guard, Orks, Sisters of Battle, and Heroes of the Imperium. These army lists are complete, but don't have any special characters. Over the next couple of years, Games Workshop will re-release up to 32 Codex Army List books, which will include the special characters. The game includes a new plastic landspeeder, 10 space marines with separate arms, weapons, heads; 20 Dark Eldar with with separate arms, weapons, heads; 2 buildings, several palm trees, thick transparent plastic weapon templates, 288 page rulesbook. **$119.95**

Warhammer 40,000 3rd Ed Limited Edition Rulebook: Games Workshop are also printing a one-off, limited edition 3rd Ed rulesbook, the same as in the game, but with a slipcase cover – 288 pages. **$63.00.**

Warhammer 40,000 3rd Edition Codex Books

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Includes 1 Captain, 1 Commissar, 1 Standard Bearer, 1 Bugler, 3 Special Weapon Guardsmen, 2 Sergeants, 5 Heavy Weapons Teams, 13 Guardsmen and booklet.

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CIT997688	MORDIAN IRON GUARD	$13.50
CIT983032	MORDIAN IRON GUARD AUTOCANNON	$16.00
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Paint & Accessories

DICE

KOP **Mini Pearlised Dice Set (7)** Very cute mini pearlised dice, about half the size of our normal dice. Each Tube contains D4, D6, D8, D10, D12, D20 and D00s. The colors are Charcoal, Emerald, Grey, Navy, Purple or Red. *(If you buy one of each color, $30.00)* **$6.00**

❖ **14mm D6 Dice** Available in two colors, Black or Red with spots. Have rounded edges. **$0.30 each**

❖ **Poly Dice** Plain, one color opaque dice: D4, D6, D8, D10, D12 & D20 sided configurations - in several colors. (black, red, blue, yellow, green, orange). You may state a preference, but we will supply at random if color not available. **$0.70**

❖ **Gem Dice** Transparent, one color dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. **$1.00**

❖ **Sparkle Dice** Clear gem dice with some coloured sprinkles inside. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **$1.25**

❖ **Pearl Dice** Opaque dice with a marbelized finish. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **$1.25**

KOP **Glow In The Dark 7 Dice Set** For those who love night missions and want to add a little atmosphere by playing in the real dark. A glow in the dark D4, D6, D8, D10, D12, & D20. **$12.95**

❖ **Star Dice 25mm 6 sided** Big 25mm 6 sided dice with stars instead of dots or numbers. Colors are red, black, and white dice. **$3.00**

❖ **30 Sided Opaque Dice** 30 sided opaque dice, in assorted colors. **$5.00**

❖ **100 Sided Dice** The perfect percentile dice, this dice has 100 faces - though you'll have to wait half an hour for it to stop rolling. **$13.00**

❖ **Dragon 6 Sided Dice** 6 sided dice with a dragon instead of a '1'. **$2.00**

❖ **Skull 6 Sided Dice** 6 sided dice with a skull instead of a '1'. **$2.00**

❖ **Skunk 6 Sided Dice** 6 sided dice with a loveable skunk. **$2.00**

❖ **Unicorn 6 Sided Dice** 6 sided dice with a unicorn instead of a '1'. **$2.00**

❖ **Opaque Round Dice 6 Sided** What? How can you have a round dice? Well, each dice is perfectly round, and has spots from 1 to 6. And inside the dice is a small metal ball that falls into slots beneath the numbers. So although the dice rolls for a while, it always comes up with one number. Cute! In several colors. **$2.75**

❖ **Neon Round Dice 6 Sided** Another round dice the same as above, except this one also glows in the dark. **$2.75**

❖ **Middle Earth Burning Eye Dice** Red or Smoke. **$2.00 each**

Elemental Dice These are stunning speckled dice that represent each of the four elements. The four types are *Air Elementals, Sea Elementals, Fire Elementals, Earth Elementals.* Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 30 etc.) **$11.00 each**

Speckled Dice These are stunning speckled dice like the *Elemental Dice.* The colors availabe are: Strawberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Sea Foam, Barracuda, Hurricane, Coral Reef, Forest, *Pluto, Venus, Mercury, Terra, Uranus, Mars.* All have 7 dice, a D4, D6, D8, D10, D12, D20, DTens10s. **$11.00 each**

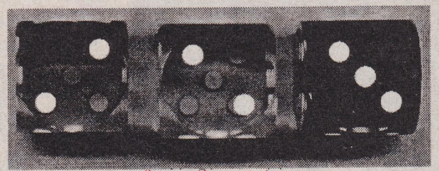
ARMDIE-100 **BattleTech Dice (6)** This includes six stunning pearlised dice, six different colors, each with a BattleTech House to Clan design instead of the number six. **$9.00** The dice are also available individually for **$1.80** each. They are House Kurita, House Steiner, House Liao, Clan Ghost Bear, Wolf's Dragoons, and Wolfnet.

ARMDIE-110 **BattleTech Dice (6)** This includes six stunning pearlised dice, six different colors, each with a BattleTech House to Clan design instead of the number six. **$9.00** The dice are also available individually for **$1.80** each. The dice are House Marik, Clan Wolf, Clan Jade Falcon, F-C, Ghost Bears, Steel Viper.

KOP **Small Dice Bag** A cloth dice bag 4" by 5" in size. Several colors. **$4.00**

KOP **Large Dice Bag** A cloth dice bag 6" x 9" in size. Several colors. **$8.00**

Precision Tournament Dice I don't know about you, but the dice I use in my games of DBM, especially during DBM tournaments, of which I play in around four a year, drive me absolutely batty. So here we offer Precision Backgammon Dice, which are "perfectly balanced" dice that require an extensive and expensive process to make. The result is dice that will give consistantly balanced results. **$10.00 per dice (1)**



Precision Dice – actual size

Wargames Accessories

ARM **Hex Pad**

Pad of 50 pages, each with half inch hexes on one side & quater inch hexes on the other. **$3.00**

Miniatures Accessories

FJS31-560 **Sawframe with Fine Blade**

A top quality sawframe witha fine blade, perfect for making fine cuts on metal or plastic miniatures. Sawframe is 130 x 80mm in size. **$16.00**

ARM0090/12 **Metal Needle Files Set (12)**

A magnificent set of twelve different miniature files for using on miniatures. Each handle is scored to enable a strong grip, and the files include a flat rectangular file, flat pointed file, 2 different round files, triangular file, square file, round files, etc. Fantastic value. **$29.95**

ARM17018BL **Grip Art Knife with Black Handle**

A heavy duty modelling knife with a long black rubbery handle to aid your grip. This is top quality. **$6.00**

ARMP-556/5 **Dual Helping Hand with Magnifier**

A great aid to painting miniatures. This is an extra pair of hands. It includes a sturdy, weighted base with two adjustable grips for holding any miniature or part, and an adjustable magnifying glass 65mm in diameter, so that you can paint those tiny details without going blind, while the grips hold the figure motionless. No more shaky hands. **$31.95**

WEL **Magtags - Adhesive Magnets (100 x 4cm x 2cm)**

Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. **$8.00**

JED **Thick Figure-Basing Cardboard** We have perfect cardboard for basing your figures on, especially for DBM and non-Citadel figures that do not come with a base. The cardboard is 2mm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you stick on the figures. The cardboard is two feet wide and almost two feet long. (Actually, the cardboard is old Russian Campaign mapboards!) **$3.50**

MILLIPUT

We now have a new source of Milliput - which means that each stick is fresh and soft. Milliput is a versatile putty which adheres to and will seal or bond metals, wood, plastic, glass, brick or cement; it can be sculpted and when it goes rock hard in two to three hours, it can be turned, sawn, drilled, tapped, filed, sandpapered, or painted; it can be used for mould making and can be cast.

Milliput Standard	**$9.00**
Milliput Super Fine	**$14.50**

FIGURE CASES

GMHHP004 Small Figure Case **$60.00**
Similar format to the below, except in a small box, with three layers of foam with 75 smaller compartments.

GMHHP003 Huge Figure Case **$120.00**
The best figure case we have ever seen, with five layers of foam 25mm high, with each layer having the ability to be turned upside down upon another layer, so that you get 50mm high compartments – so things like Hormagaunts actually fit! Each layer has 48 compartments – that's 240 compartments (some compartments are double sized)!

CHX2852 40 Compartments (1 Pre-Cut foam insert) **$45.00**
Various compartment sizes, for large figures.

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GAM971831 CITADEL MINIATURES 1999 ANNUAL $18.00

GAM985753 Collecting & Painting Wargames Armies
56 page full color book by Games Workshop on collecting Warhammer Fantasy or Warhammer 40,000 armies, including a section on how to paint and base them. **$31.50**

CITADEL PAINT

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CIT838875	PAINT BRUSH SET	$18.00
CIT83888	LARGE BRUSH	$7.50

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Ral Partha

PAINT SETS

RAL77730	**PARTHA FANTASY PAINTS** Silver, gold, black, white, blue, green, red, yellow, brush & figure.	**$25.00**
RAL77740	**AUTUMN COLOURS** Autumn gold,khaki,brown,woodbrown,pine green,armor grey.	**$18.00**
RAL77741	**SUMMER COLOURS** Flaxen yellow,adobe & dunkel brown,evergreen,armor grey, olive.	**$18.00**
RAL77750	**CHAOS WAR COLOURS** Mold,slate,burgundy,metallic blue, green & red.	**$18.00**
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ACCESSORIES

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RAL77734	BLACK HANDLED PAINT BRUSH KIT 6 different plastic & metal brushes with sable hair and screw-off caps.	$29.95

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RAL77702	SILVER METALLIC	$3.00
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RAL77706	WHITE	$3.00
RAL77707	GREY	$3.00
RAL77708	BLACK	$3.00
RAL77709	SHAMROCK GREEN	$3.00
RAL77710	FOREST GREEN	$3.00
RAL77711	DUN	$3.00
RAL77712	LEATHER	$3.00
RAL77713	RED BROWN	$3.00
RAL77714	DARK BROWN	$3.00
RAL77715	IVORY	$3.00
RAL77716	YELLOW	$3.00
RAL77717	ORANGE	$3.00
RAL77718	RED	$3.00
RAL77719	SKY BLUE	$3.00
RAL77720	TRUE BLUE	$3.00
RAL77721	DARK BLUE	$3.00
RAL77722	COPPER METALLIC	$3.00
RAL77723	PURPLE	$3.00
RAL77731	KHAKI	$3.00

RAL77901	AGED METAL AD&D	$3.00
RAL77902	FROST GIANT WHITE AD&D PAINT	$3.00
RAL77903	BONE WHITE	$3.00
RAL77904	MIST GLOW WHITE	$3.00
RAL77905	STONE	$3.00
RAL77906	NIGHTMARE BLACK	$3.00
RAL77907	DROW FLESH	$3.00
RAL77908	MINOTAUR FUR	$3.00
RAL77909	HELLHOUND BROWN	$3.00
RAL77910	DAMSEL FLESH	$3.00
RAL77911	WARRIOR FLESH	$3.00
RAL77912	CLERIC BROWN	$3.00
RAL77913	GUTS PINK	$3.00
RAL77914	FIREKIN RED	$3.00
RAL77915	DRAGON SCALE RED	$3.00
RAL77916	DRAGON TONGUE PURPLE	$3.00
RAL77917	MIND FLAYER MAUVE	$3.00
RAL77918	ASTRAL BLUE	$3.00
RAL77919	DRAGON SCALE BLUE	$3.00
RAL77920	PALADIN BLUE	$3.00
RAL77921	LANTERN LIGHT YELLOW	$3.00
RAL77922	TROLL FLESH GREEN	$3.00
RAL77923	ELVEN GREEN	$3.00
RAL77924	SLIME	$3.00

The All New Ral Partha Paint Range

RAL77801	MEDIUM GREY	$3.00
RAL77802	DARK GREY	$3.00
RAL77803	SLATE	$3.00
RAL77804	OLIVE	$3.00
RAL77805	TAN	$3.00
RAL77806	CAUCASIAN SKIN TONE	$3.00
RAL77807	SUNTAN SKIN TONE	$3.00
RAL77808	AMERICAN INDIAN SKIN TONE	$3.00
RAL77809	ASIAN SKIN TONE	$3.00
RAL77810	EAST INDIAN SKIN TONE	$3.00
RAL77811	AFRICAN SKIN TONE	$3.00
RAL77812	DUNKEL BROWN	$3.00
RAL77813	PINK	$3.00
RAL77814	BLOOD RED	$3.00
RAL77815	VIOLET	$3.00
RAL77816	PLUM	$3.00
RAL77817	LIGHT BLUE	$3.00
RAL77818	FLOURESCENT BLUE	$5.00
RAL77819	FLOURESCENT GREEN	$5.00
RAL77820	FLOURESCENT YELLOW	$5.00
RAL77821	FLOURESCENT RED	$5.00
RAL77822	FLOURESCENT MAGENTA	$5.00
RAL77823	CLEAR BRUSH ON SEALER	$3.00
RAL77824	BLACK BRUSH ON PRIMER	$3.00

Geo-Hex Paint

Geo-Hex Howard Hues Premium Acrylic Paints
Thick, water reducible acrylic paints in an outstanding range of colors, in short, wide jars that resist spilling.

GEO4141	Geo-Hex Green (same color as their scenery) 4 oz	$10.00
GEO4142	Geo-Hex Desert (same color as their scenery) 4 oz	$10.00

Equine Hues (ie, Horse Colors)

GEO1402	Equine White 1 oz	$3.50
GEO1412	Equine Grey 1 oz	$3.50
GEO1422	Equine Black 1 oz	$3.50
GEO1463	Equine Roan 1 oz	$3.50
GEO1464	Equine Dun 1 oz	$3.50
GEO1465	Equine Brown 1 oz	$3.50
GEO1466	Equine Chestnut 1 oz	$3.50
GEO1467	Equine Bay 1 oz	$3.50

Paint Brushes

We've managed to pick up a great range of cheap, beautiful paint brushes, by Francheville. There are two types, pure sable, and the others are high quality white taklon that wash and keep very well. All brushes are a dream to use. I thoroughly recommend getting one of each size, as this will ensure you have a brush for every model job required.

Taklon Paint Brushes

FRA200/10/0	SIZE 10/0 TAKLON PAINT BRUSH	$2.70
FRA200/5/0	SIZE 5/0 TAKLON PAINT BRUSH	$2.70
FRA200/3/0	SIZE 3/0 TAKLON PAINT BRUSH	$2.70
FRA200/2/0	SIZE 2/0 TAKLON PAINT BRUSH	$2.80
FRA200/0	SIZE 0 TAKLON PAINT BRUSH	$2.85
FRA200/001	SIZE 1 TAKLON PAINT BRUSH	$2.95
FRA200/002	SIZE 2 TAKLON PAINT BRUSH	$3.15
FRA200/003	SIZE 3 TAKLON PAINT BRUSH	$3.45
FRA200/004	SIZE 4 TAKLON PAINT BRUSH	$3.75
FRA200/005	SIZE 5 TAKLON PAINT BRUSH	$3.90
FRA200/006	SIZE 6 TAKLON PAINT BRUSH	$4.50
FRA200/008	SIZE 8 TAKLON PAINT BRUSH	$5.70
FRA200/010	SIZE 10 TAKLON PAINT BRUSH	$7.00
FRA200/012	SIZE 12 TAKLON PAINT BRUSH	$8.00

Sable Paint Brushes

FRA424/20/0	SIZE 20/0 SABLE BRUSH	$3.35
FRA424/10/0	SIZE 10/0 SABLE PAINT BRUSH	$3.50
FRA424/3/0	SIZE 3/0 SABLE PAINT BRUSH	$3.50
FRA424/2/0	SIZE 2/0 SABLE PAINT BRUSH	$3.60
FRA424/0	SIZE 0 SABLE PAINT BRUSH	$3.75
FRA424/001	SIZE 1 SABLE PAINT BRUSH	$4.00
FRA424/002	SIZE 2 SABLE PAINT BRUSH	$4.50
FRA424/003	SIZE 3 SABLE PAINT BRUSH	$5.50
FRA424/004	SIZE 4 SABLE PAINT BRUSH	$7.65
FRA424/005	SIZE 5 SABLE PAINT BRUSH	$9.00
FRA424/006	SIZE 6 SABLE PAINT BRUSH	$11.00
FRA424/007	SIZE 7 SABLE PAINT BRUSH	$17.95
FRA424/008	SIZE 8 SABLE PAINT BRUSH	$23.95

Black Wash

One of my secrets to a great paint job. I use Ral Partha acrylic paints to give a basic paint job to all of my 15mm ancient, medieval and even 25mm Warhammer 40,000 figures - without using any shading. Leave the figures at least 6 hours to dry. Then I mix about 1 part Revell Matt Black Enamel to about 20 to 25 parts Revell Matt Varnish Enamel, and then paint the figures thickly with this black wash. The black washes into all the creases and lines to give a beautiful job that looks like I've spent hours painting the figures. For 15mm figures, this black wash completes them. For Warhammer 40,000 figures I then highlight all raised surfaces with lighter colors than I used with the basic paint job.

REVELL2	**MATT VARNISH ENAMEL 14ml**	**$1.95**
REVELL8	**MATT BLACK ENAMEL 14ml**	**$1.95**

Super Glue

CIT83910 Citadel Super Glue 5 gram	$9.50
FLASH Cyanoacrylate Medium Grade Super Glue 14 gram	**$7.00**
FLASH Cyanoacrylate Medium Grade Super Glue 29 gram	**$9.50**

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